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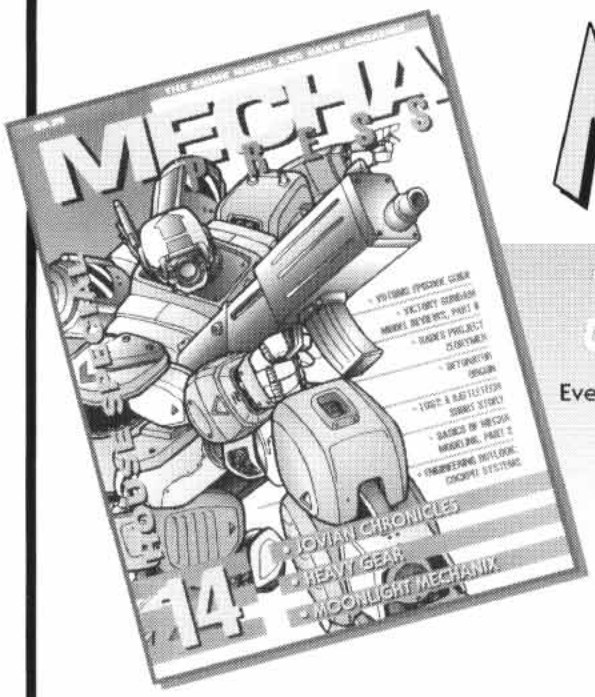

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CONTENTS

EDITORIAL
MEA CULPA 4

THIS MONTH
WHAT'S VICTORY GUNDAM 5

MECHA-PRESS REGULARS
MECHA-PRESS NEWS 6
SENSORY FEEDBACK 49

VICTORY GUNDAM
OVERVIEW 8
MOBILE SUITS OF UC 0153 10
MECHA FILES 12
CHARACTERS 12

MECHA MODELS
BUILDING THE HOLLANDER 20
HEAVY ARMOR 22
SPEED RACER MODEL REVIEW 30
THE BASICS OF MECHA MODELING, PART 3 32

MECHA SYNOPSIS
ARMORED TROOPER VOTOMS 25

MECHA GAMES
HEAVY GEAR FIGHTER: CONTINUOUS PLAY 26
HEAVY GEAR FIGHTER: MASTERING COMBOS 27
MARAUDER 2107 REVIEW 35
THE SECRET ORGANIZATION CAMPAIGN 36
SD JOVIAN CHRONICLES 38
REVISED PLAY SEQUENCE FOR MECHA! 42
MECHA!: DELIVERANCE 45
BATTLETECH: LITIUM-FUSION ENGINE 46
BATTLETECH: PRODIGAL SON 48

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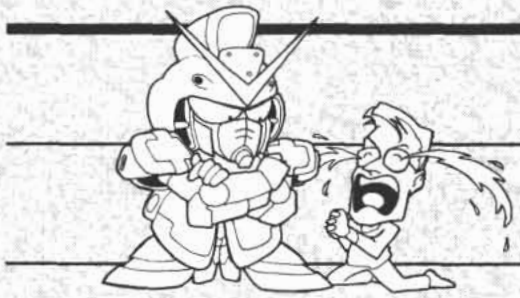
Raymond P. Campiglia (Order # 3316648)

EDITORIAL



MEA CULPA

Although we would like to think of ourselves as perfect in every respect, the sad truth is the crew of this magazine is as human as any of our readers (surprise!). In short, it happens that we make mistakes while putting your favorite mecha mag together. Fortunately, we are not ashamed to say "oops, we goofed. Sorry."

Take the subject of this issue, for example. When we first heard of **Victory Gundam**, our collective reaction was "great, another kid show. There goes Gundam. Again." We still remembered the fiasco of **Gundam F-91**, and the reports of the new series did not help any. When we got our hands on the first few episodes, our worst fears seemed confirmed: kid heroes, strange Mobile Suit designs, poor animation quality. We loudly predicted the fall of the new series, along with many, many people. However, for the sake of our readership and our integrity as journalists (yeah, right), we stuck in front of the tube and kept on watching. And watching.

Once past the tenth episode or so, we realized that the suits were not that bad — they sort of grew on us, I guess. And we came to wonder who all these people were, and care for them. Once past some really weird designs (the Motorads come to mind), the story was actually gripping. Looks like we were wrong!

Now, on a related topic. We do not receive nearly as much mail (or electronic mail) as our sister publication **Protoculture Addicts**, but what we receive seems to divide itself into two categories: the praise and the criticism. Both are equally important to the magazine's development, but I'd like to address the latter. Many people wrote — or even called — to complain about the proofreading and/or the accuracy of the information published. I feel that some comments are warranted.

Both poor proofreading and research are inexcusable, but I would like to say that we do not put them in consciously! We do our best to put quality in our pages, but mistakes do slip through. We received some comments that damned us to Hell and back for making such mistakes. These people seem to feel we disregard their comments. Well, we don't. When we're wrong, we are quite ready to admit it (see *Errata* in the *News* section). Believe me, a polite letter will have a much better chance of transmitting its message that a heated flame comment.

* * *

Now that the grovelling is over, there are some interesting articles in this fifteenth issue (fifteen already?). You will notice that the **Victory Gundam** feature is not by the hand of habitual mecha specialist Martin Ouellette, but by invited contributor Mark Simmons. Mark is a contributor of **Crank!**, a great new fanzine, and he previously worked on **UC Herald** (see Mecha Press #8). Don't worry, Martin will be back — he is just busy with other writing assignments right now.

Another new feature is *Sensory Feedback*, our brand new readers' letter column (page 49). I invite all our readers to feel free to write in for comments, questions and other mecha-related topics. About three to four letters will be published each issue, more if I can cram them in (short, concise letters will be picked first, obviously).

I hope you will enjoy Mecha Press 15, evne wit ahll the mysthackes! See you next issue!

Marc-Alexandre Vézina

Marc-Alexandre Vézina

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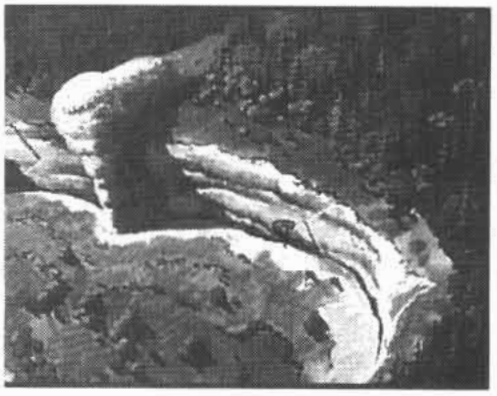
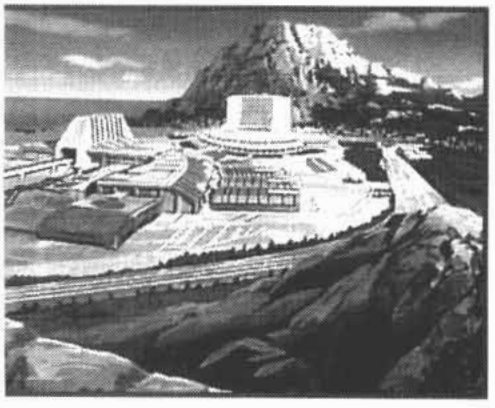
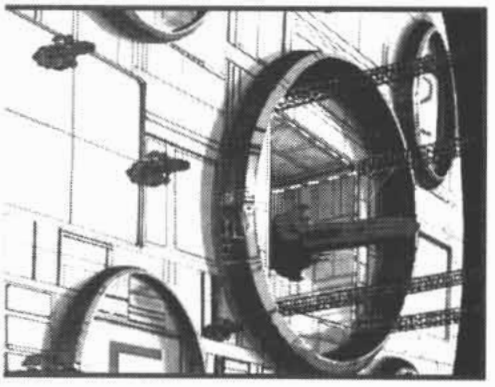
Raymond P. Campiglio (Order - 3316148)

WHAT'S VICTORY GUNDAM

By Mark Simmons







The year was 1993. The fan favorite video series **Gundam 0083: Stardust Memory** had just been wrapped up. Millions of Gundam junkies around the world were clamoring for more — more in the vein of the original Gundam television series and its popular followup **Zeta Gundam**. Gundam creator Yoshiyuki Tomino, returning with his first Gundam sequel since 1991's dismally unsuccessful **Gundam F91**, proceeded to ignore fan expectations and do something completely different.

Mobile Suit Victory Gundam debuted on April 2, 1993. It was a Gundam story set even further in the future than **F91**, almost 75 years after the original series, in a world where the genocidal but nattily-dressed Zeons are but a page in the history books and the age-old struggle between Earth and its space colonies has been laid to rest. Everything that hardcore Gundam fans disliked about Tomino's recent work — the slapstick comedy, the huge cast of prepubescent heroes, the shortage of Zakus — was here in spades. But this time, it worked.

While Tomino penned the next chapter in the far future of the Gundam universe, Hiroshi Ousaka chipped in with simple, lively character designs, and newcomer Junya Ishigaki provided the bulk of the mecha designs. Gundam 0083 contributor Hajime Katoki and mecha veteran Kunio Okawara provided some guest mecha - most notably Katoki's Victory Gundams and Okawara's enemy mobile suits.

As the series developed, the ratings remained in the basement (the only anime with consistently lower ratings was giant robot potboiler **Red Baron**) but toy, model and even laser disc sales were booming. Clearly, even if this show wasn't for everyone — and with a level of death and wrenching emotional trauma that was extreme even for Gundam, it certainly wouldn't be — it was building a loyal following.

In **Victory Gundam**, many of the usual trappings of the Gundam ethos are stripped away. Without the familiar conflicts and endlessly recycled mecha designs of the One Year War era, the essential issues are more starkly apparent. The heroes are, for once, fighting for a cause they believe in: to defend their homes and loved ones. The villains are cruel fanatics, for whom nothing takes precedence over their holy crusade except their own selfish ambitions. This vast moral gulf makes it all the more disconcerting when the lines between good and evil begin to blur...

Raymond P Campiglia (Order: 3318648)

MECHA-PRESS NEWS

GUNDAM 3-D VIDEO GAME

According to EGM², issue 3, Bandai is working on a shaded-polygon video game of its popular Mobile Suit Gundam anime. The game, although still in early prototype stage, features smooth animation, realistic movement and multiple views. The hardware is the upcoming Sony PlayStation, which should be released in Japan around December. There is no word yet on the release date of the game.

PALLADIUM BOOKS

Macross II: Deck Plans Volume Three

The final book in the Deck Plans trilogy, this one covers the mother of all space battleship, the Macross! It also includes plans and maps for the Moon Base, the Headquarters, and the Culture Park, plus a two-part adventure that's garanteed to mystify your players. Written and designed by the Dream Pod 9 team! It ships December 5th.

Macross II Deck Plans Volume Three, written by Dream Pod 9, 64 pages, published by Palladium Books.

Rifts World Book Six: South America

This new Rifts sourcebook examines the denizens and equipment of South America. Lots of new O.C.C.s, monsters, D-Bees, robots, powered armor, magic and so on.

Rifts World Book Six: South America, written by C.J. Carella w/K. Siembieda, 168 pages, published by Palladium Books.

Rifts Manhunter

This book is very special because, although it is an official Rifts book, it is not published by Palladium. They have just signed a Rifts license with Michigan-based Myrmidon Press to produce it.

This sourcebook is suitable for use with Rifts and all other Palladium sci-fi games such as Robotech, Robotech II and The Mechanoids. It introduces a number of alien races, robots, cyborgs, weapons and much more stuff, all using the Palladium system.

Rifts Manhunter, 200+ pages, published by Myrmidon Press (P.O. Box 1374, Royal Oak, MI 48067, USA).

WIN A MADCAT!

CONTEST WINNER!

Mecha Press/Horizon Hobbies' *Win a Madcat!* contest is now closed. We'd like to thank all those who participated to the contest. We will start publishing the modeling tips we received in an upcoming issue.

The lucky winner of our draw is Ming Wai Wong, of New York, NY. He will receive the signed copy of the vinyl Madcat kit by Horizon.

BATTLETECH ANIMATED SERIES

The Battletech Animated Series started airing on September 17th, on syndicated television stations throughout the United States. The first season includes 13 episodes. The following is a list of stations presenting the program. According to FASA Corporation, it is the most accurate listing at the time of print.

City	Station	Day	Time
Abilene/Sweetwater	KTXS	Saturday	6:30 AM
Albany/Schenectady/Troy	WXXA	Sunday	6:00 AM
Atlanta	WATL	Saturday	6:30 AM
Augusta	WFXG	Not Available	
Austin	KBVO	Sunday	7:30 AM
Baltimore	WBFF	Not Available	
Baton Rouge	WGMB	Sunday	6:00 AM
Biloxi/Gulfport	WXXV	Sunday	6:00 AM
Birmingham	WTTO	Not Available	
Boston	WLVI	Saturday	8:00 AM
Buffalo, NY	WIVB	Saturday	10:00 AM
Burlington/Plattsburgh	WPTZ	Saturday	8:00 AM
Charleston, SC	WCTP	Saturday	8:00 AM
Charlotte	WJZY	Saturday	6:00 AM
Chattanooga	WDSI	Sunday	8:00 AM
Chicago	WFLD	Saturday	11:00 AM
Cincinnati	WXIX	Sunday	9:30 AM
Cleveland	WUAB	Saturday	10:00 AM
Colombus, OH	WTTE	Monday	1:30 PM
Columbia, SC	WACH	Not Available	
Columbus, GA	WXTX	Not Available	
Columbus/Tupelo/ West Point	WCBI	Saturday	5:30 AM
Dallas/Fort Worth	KTVT	Saturday	10:30 AM
Dayton	WKEF	Saturday	6:30 AM
Denver	KDVR	Saturday	6:30 AM
Detroit	WXON	Sunday	10:30 AM
Duluth/Superior	WDIO	Saturday	6:30 AM
El Paso	KZIA	Saturday	7:00 AM
Florence/Myrtle Beach	WGSE	Tuesday	2:30 PM
Fort Myers/Naple	WFTX	Saturday	6:30 AM
Fresno/Visalia	KMPH	Sunday	2:30 PM

Continued

CRANK!

Crank! is a new science-fiction fanzine out of California. It is a 52-page B&W publication, chock full of art, opinions and facts. The first issue deals mostly with the Gundam universe.

For a copy of **Crank!** Issue #1, write to: Mark Simmons, 1369 Hyde St. #57, San Francisco, CA 94109-3880, USA. Please enclose $5.00 US, cash or check (postage and handling are included). **Crank!** is also available from NewType Hobbies and Toys (San Francisco) for $5.50 US.

Raymond P. Campiglia (Order # 33161643)

Grand Rapids/Kalmzoo	WXMI	Saturday	5:30 AM
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Greensboro/H. Point/ W-Salem	WGGT	Saturday	6:30 AM
	WNRW	Saturday	6:30 AM
Harrisburg/Lancaster/Leb/ York	WPMT	Saturday	7:00 AM
Hartford/New Haven	WVIT	Sunday	8:30 AM
Houston	KHTV	Sunday	7:30 AM
Indianapolis	WTTV	Saturday	9:00 AM
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Kansas City	KSMO	Saturday	10:00 AM
Knoxville	WTNZ	Saturday	6:00 AM
Las Vegas	KRLR	Sunday	11:00 AM
Lincoln&Hstngs/Krnyplus	KTVG	Saturday	6:00 AM
Little Rock/Pine Bluff	KASN	Sunday	8:30 AM
Los Angeles	KCOP	Sunday	11:30 AM
Louisville	WFTE	Sunday	10:30 AM
Macon	WPGA	Sunday	6:30 AM
Memphis	WLMT	Sunday	11:00 AM
Miami/Fort Lauderdale	WBFS	Sunday	9:00 AM
Milwaukee	WCGV	Saturday	11:30 AM
Minneapolis/St. Paul	KITN	Saturday	12 Noon
Mobile/Pensacola	WPMI	Saturday	6:00 AM
Monroe/El Dorado	KARD	Sunday	5:30 AM
Nashville, TN	WXMT	Sunday	11:30 AM
New Orleans	WNOL	Saturday	6:00 AM
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Norfolk/Portsmouth/ Newpt News	WTVZ	Saturday	7:00 AM
Oklahoma City	KOKH	Thursday	9:00 AM
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Paducah/C. Grid/Harbg/ Mt. Vn	WCEE	Monday	3:00 PM
Philadelphia	WTXF	Saturday	7:30 AM
Phoenix	KUTP	Sunday	11:00 AM
Pittsburg	KDKA-	Saturday	10:00 AM
Portland, OR	KPDX	Saturday	6:30 AM
Providence/New Bedford	WNAC	Saturday	6:30 AM
Raleigh/Durham	WKFT	Saturday	8:30 AM
Reno	KAME	Saturday	5:30 AM
Rochester, NY	WUHF	Sunday	7:30 AM
Sacramento/Stockton/ Modesto	KSCH	Sunday	10:00 AM
Salt Lake City	KIZZ	Saturday	8:00 AM
San Antonio	KRRT	Not Available	
San Diego	KETV	Not Available	
Seattle/Tacoma	KCPQ	Sunday	6:00 AM
SF/Oakland/San Jose	KBHK	Saturday	12 Noon
Spokane	KDQ	Not Available	
St. Louis	KDNL	Sunday	8:00 AM
Tallahassee/Thomasville	WTLH	Saturday	6:30 AM
Tampa/St. Pete, Saratosa	WFTS	Sunday	6:00 AM
Terre Haute	WBAK	Not Available	
Toledo	WUPW	Saturday	5:30 AM
Tri Cities, TN-VA	WBMT	Sunday	6:00 AM
Tulsa	KOKI	Saturday	8:30 AM
Tyler	KTLN	Not Available	
Washington, D.C.	WFTY	Not Available	

ERRATA

A reader pointed out that we goofed big time in the weapon descriptions of our Combat Armor Dougram feature in MP11. It seems we mistranslated a few kanji (Japanese characters). Instead of being armed with "Tune Guns", the Combat Armors are armed with, obviously, "Chain Guns". Our apologies to our readership.

IANUS PUBLICATIONS

HEAVY GEAR FIGHTER

The **Heavy Gear Fighter** card game is proving very popular — so much, in fact, that we are already receiving optional rules for it! A modified initiative system can be found in this issue's central insert, along with some tips about combos. Turn to page 26 for more.

MECHA PRESS Letter Column

Sensory Feedback is the name of the new **Mecha Press** letter column (page 49). Now that the magazine has more pages, we finally have the space to put one! We'd like to know what you think about both the name and concept. Send letters with comments, discussions, and so on to:

Sensory Feedback
Mecha Press Magazine
5000 Iberville St., Suite 332
Montreal, Quebec
Canada
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JOVIAN CHRONICLES MINIATURES

The Jovian Chronicles miniatures are here! Turn to page 22 for a complete presentation and review of the first six miniatures.

If you contact one of the advertisers in this magazine, please tell them you saw their ad in **Mecha Press**!

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VICTORY GUNDAM OVERVIEW

By Mark Simmons

At the start of the 21st century AD, the dream of a unified Earth government was finally realized. In the face of pollution, overpopulation and the growing strife that these ills led to, humanity had no choice but to set aside nationalistic struggles and work together to create new living space for the world's insupportably huge population. Under the direction of the Earth Federation, an ambitious space colonization project began. Hundreds of huge cylindrical space colonies, grouped in clusters called "Sides," were constructed at gravitationally stable points in Earth orbit. As the mass emigration commenced, a new calendar was established, and the Universal Century began.

The Earth's huddled masses were rapidly moved to the space colonies. The heavy industry that had despoiled the Earth and exhausted its resources was moved to the moon, while solar power satellites and a fleet of gas skimmers, the Jupiter Energy Fleet, provided for humanity's energy needs. By the year UC 0050, 9 billion people, more than 80 percent of the human population, had emigrated into space. Only the Federation bureaucrats, social elites and stubborn holdouts remained on Earth.

With the crises of the 21st century resolved, new troubles began brewing. The colonists, or "spacenoids," began clamoring for independence from the corrupt and bureaucratic Federation, some resenting it for keeping the Earth to itself and others believing that man's departure from his home world must be complete. By the year UC 0079, a cataclysmic war had broken out, with the Zeon Duchy of Side 3 waging an all-out war of conquest against the Federation in which half the human race was slaughtered. Long after the Duchy was defeated and peace was nominally restored, the aftershocks of this apocalypse continued, with Zeon survivors and other rebels continuing to challenge the Federation. But with the destruction of the last resistance groups in the 0090's and 0100's, the Federation's supremacy was restored.

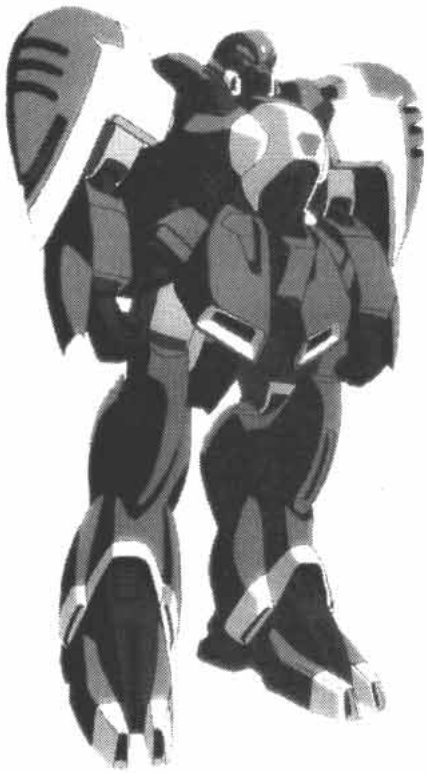
Having vanquished all opposition, the Federation began to slowly decay. With no wars to fight, its mighty space fleet began to shrink, becoming technologically obsolete and unprepared. The Federation government became ever more venal and incompetent. Almost all of the Earth's remaining population was forced to emigrate, leaving the planet as a private preserve for the Federation's chosen few. Colonial dissent began building again, and the Federation was now not only too weak to stop it, but too arrogant and oblivious to recognize it as a threat.

The End of History

The first sign that the Federation's control was dissolving was the rise of the Crossbone Vanguard. In UC 0123 this private army, created and directed by the Ronah family, seized a group of newly constructed space colonies at the Frontier Side (once known as Side 4) and proclaimed the foundation of a "Cosmo Babylonia." Despite the Crossbone Vanguard's ruthless suppression of resistance and outspoken defiance of the Federation, the Federation dismissed these events as merely a local dispute among spacenoids.

By the time the Federation government realized the magnitude of the problem, it was too late. The Crossbone Vanguard repulsed the Federation's initial military attacks, and meanwhile negotiated a pact with the Jupiter Energy Fleet, the extra-governmental organization that supplied the helium fuel on which human civilization depended. With the Jupiter Energy Fleet threatening to cut off fuel supplies, the Federation had no choice but to leave the Crossbone Vanguard to their own devices.

Raymond P Campiglio (Order # 3318648)



Thirty years passed. Cosmo Babylonia soon collapsed from internal strife, but the Federation had been shown to be powerless to prevent blatant insurrection, and powerful entities like the Jupiter Energy Fleet could no longer be counted on to toe the Federation's party line. The Earth was almost completely abandoned, with only a handful of legal residents (and a few more illegal ones) residing in the few Federation-sanctioned living areas; the Federation government had relocated to the lunar city of Von Braun, there to continue its free-fall into utter irrelevance. With the Federation military weak and divided, the colonies were left to fend for themselves, and new powers began to arise...

Rise of the Zanscar Empire

One such power was the Zanscar Empire of Side 2. This empire began with a popular sage named Maria Pia Ammonia, whose teachings of peace, love and matriarchy inspired millions to worship her. A group of her followers, known as the "Gachi Party," took power in the Side 2 colony of Amelia in UC 0147. Proclaiming Maria a living saint, the Gachi Party began a series of purges against nonbelievers. Increasingly, Maria became a mere figurehead for her prime minister, Gachi Party leader Fonseh Kagachi, who found the guillotine a more effective means of persuasion. In UC 0149, with the Maria cult and the Gachi Party's reign of terror spreading to neighboring colonies, Kagachi proclaimed the foundation of the Zanscar Empire.

The Zanscar Empire soon occupied all of Side 2, and its space fleet - known as BESPA, the improbably-named Ballistic Equipment and Space Patrol Armory - was preparing to spread the word of Maria to the other Sides, converting the heathens through force of arms. Still the Federation was silent; though some of the Federation's soldiers recognized the threat, their enfeebled leadership was unwilling and unable to challenge the Zanscar Empire.

Only a small civilian resistance group, the League Militaire, struggled to spread word of the empire's growing malevolence. Composed of a handful of ex-Federation soldiers, civilian engineers and intrepid volunteers, this underground resistance organization began covertly developing new weapons to oppose the Zanscar blight.

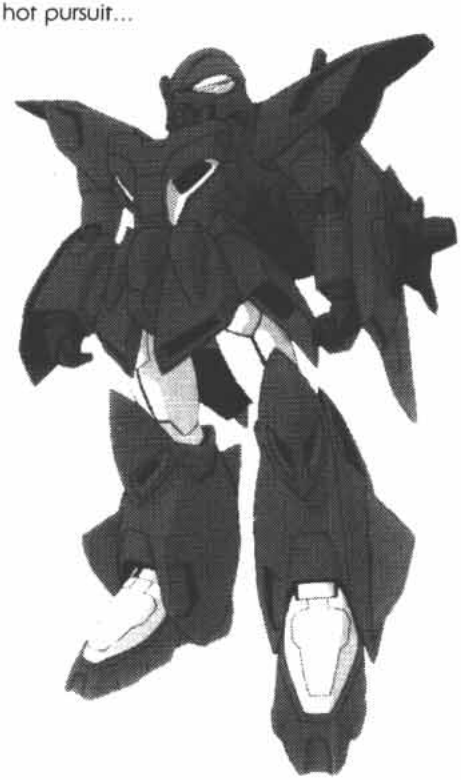
The Last Crusade

In the year UC 0152, the Zanscar Empire's leaders turned their covetous eyes on the Earth. While the Federation had polluted it, then turned it into their private playground, and then finally abandoned it, the empire planned to capture it and turn it into a paradise for Queen Maria's followers. Of course, it would be necessary to deal with the current inhabitants first; they must be either converted or wiped out as efficiently as possible. To this end, BESPA dispatched its elite Yellowjacket force to capture the European city of Largane (once known as Munich) and establish a test site for the weapons that were to be used to conquer Earth.

Meanwhile, the League Militaire works away on its Victory Project. In a secret underground factory (in what was once the Czechoslovakian city of Kolin) the resistance group is constructing a new line of high-tech mobile suits with which to fight the BESPA invaders. However, the Yellowjackets have gotten wind of this, and are scouring Eastern Europe to find the League Militaire's factory site...

On April 5th, UC 0153, Yellowjacket test pilot Chronocle Asha encounters a League Militaire fighter craft in the forests near the city of Woowig, and promptly loses his prototype mobile suit to a thirteen-year old boy named Usso Ebbing. That night, Chronocle's fellow Yellowjackets attack Woowig and, finding no evidence of a hidden factory, raze the city out of spite. Witnessing this atrocity, Usso takes his stolen mobile suit and joins forces with the League Militaire.

Once Chronocle and his wingman return to the Largane base, they are able to direct the Yellowjackets to the location of the underground factory. Within a few days, the League Militaire has been forced to hit the road and Usso, now the pilot of the only surviving Victory Gundam, is along for the ride. First by road and then by air, the League Militaire's Camion group struggles to reach the spaceport at Arti Gibraltar and escape into space. As they travel, the Yellowjackets are ever in hot pursuit...



Raymond P. Campiglia (Order # 33161643)

MOBILE SUITS OF UC 0153

By Mark Simmons

The mobile suits of **Victory Gundam** are evolutionary descendants of those in **Gundam F91**. Adhering to the post-UC 0100 trend of smaller mobile suits, they average little more than fifteen meters in height and twenty tons in weight. This small scale, coupled with increasingly compact and more powerful internal systems, gives the modern mobile suit a performance profile that would have made a Zaku pilot weep. Rare is the mobile suit whose thrust is less than four times its weight, or whose generator is rated below four thousand kilowatts.

As in **F91**, linear seats are still the standard control system, though the smaller size of the mobile suit means there's little elbow room and cockpit hatches are always a tight fit. The fittings have been improved somewhat; although the mobile suits of **F91** reverted to low-tech joysticks as the primary control device, the newest cockpits feature "control cylinders", multipurpose handgrips which combine weapon triggers, control switches, and throttle and steering functions, so the pilot's hand need never leave the grip. Safety measures have also been refined, with an "air belt" serving as a combination seatbelt and air bag.

By and large, the mobile suits are armed similarly to their F91-era predecessors. Beam rifles and sabers are still ubiquitous, and the beam shield is now standard equipment. This protective device, derived from the defensive shield generated by the RX-93 Nu Gundam's fin funnels, is a polygon-shaped plane of energy capable of deflecting any attack, whether from a beam or a projectile weapon. Though this device works on the same principle as a beam blade, its larger surface area requires much more power, and only the combination of small mobile suits and high-powered generators makes the beam shield feasible.

A side effect of the increasing power and compactness of mobile suit reactors is that mobile suits have become much more explosive, and consequently projectile weapons have made a limited comeback. Only F91's Crossbone Vanguard were concerned enough about collateral damage from exploding mobile suits to equip themselves primarily with machine guns and hydraulic lances (known as "shot lancers"), rather than explosion-provoking beam weapons. Still, today's mobile suit pilots are, if all else fails, excruciatingly careful to target the enemy's cockpit and thus avoid a messy explosion.

A Generation of Stagnation

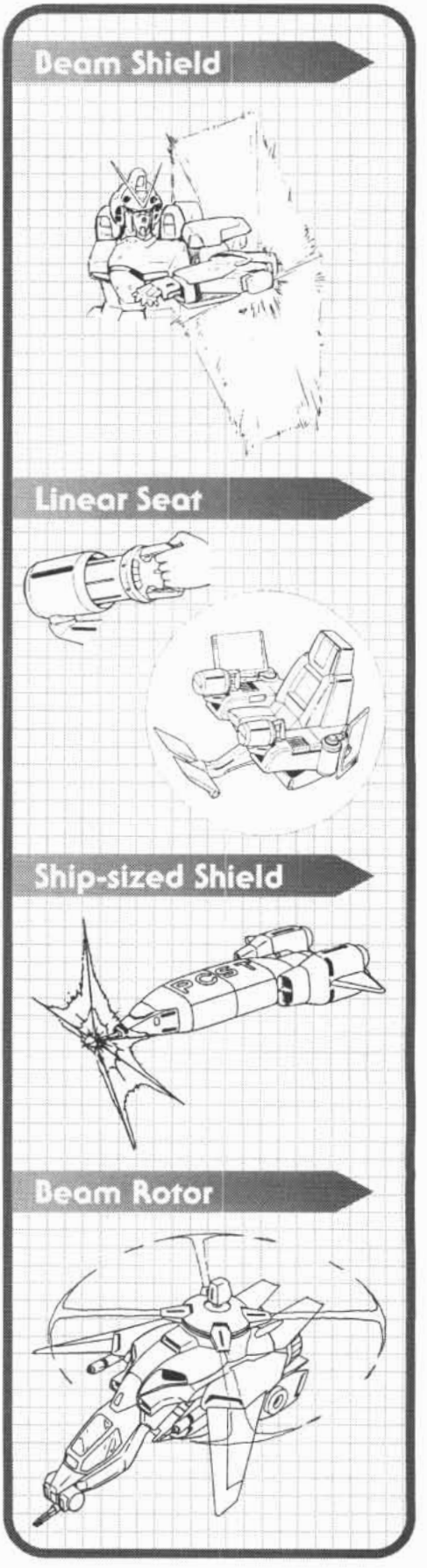
Little technological progress has been made since UC 0123, when **Gundam F91** took place. Federation research and production are at an utter standstill; the latest Federation mobile suits were designed thirty years ago, and most of the ships in the Federation fleet have been in service for over fifty years! This stagnation and decrepitude is representative of the current state of the Federation, which has grown soft and weak in the absence of an urgent threat.

The Javelin and JamesGun, the Federation's current mass-production mobile suits, are slight improvements over the F91-era HeavyGun. These mobile suits are a little more compact than the hulking HeavyGun, with more powerful generators — sufficient to use a beam shield — and greater performance. Gundarium ceramic composite armor, introduced during the UC 0110 decade, has been adopted in place of the less-efficient Gundarium alloy used on the HeavyGun. This puts the Federation's standard equipment on an even footing with the Crossbone Vanguard mobile suits of thirty years ago.

Nonetheless, technology that was once exotic has now become fairly commonplace. Even the rusting ships of the Federation fleet have been retrofitted with what was once cutting-edge technology, such as anti-gravity Minovski craft systems and even, in some cases, ship-sized beam shields.

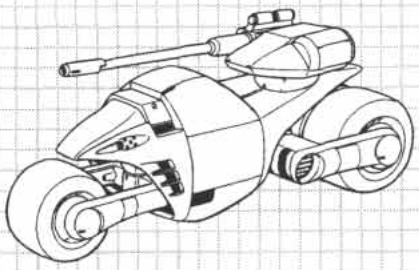
Weapons of Terror

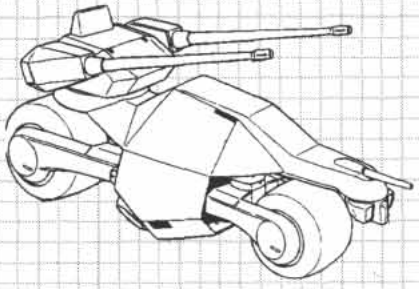
With Federation technology at a standstill, the torch is passed to its enemies. At the close of the UC 0140 decade, BESPA, the military force of the burgeoning Zanscar Empire, begin developing new weapons,



Raymond P. Campiglia (Order # 3318148)

Battle Bikes





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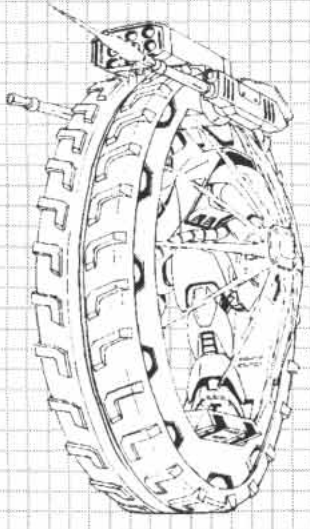
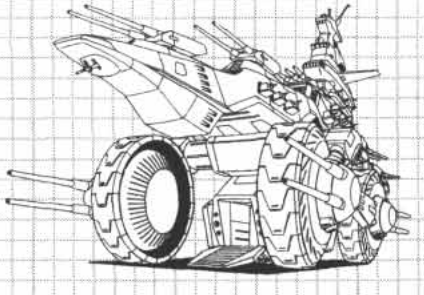


Adrastea



communication and propulsion systems. Their research efforts were aided by the absorption of the Strategic Naval Research Institute, a civilian research organization based at Side 2. With the brainpower and resources of SNRI — formerly the Federation's chief mobile suit developer — at its disposal, BESPA had a substantial head start.

As well as SNRI, the Zanscarl Empire receives some measure of support from the Jupiter Energy Fleet. This extra-governmental organization, charged with ferrying vital helium fuel from Jupiter to the Earth system, was closely allied with the Crossbone Vanguard. It now appears to be covertly assisting the Zanscar Empire, whose political leader, Fonseh Kagachi, was once a member of the Energy Fleet. Later in the series this secretive organization will help Kagachi construct a truly awe-inspiring weapon, but even from the outset there are suspicious hints; every class of ship in the BESPA fleet — *Callisto, Amalthea, Lysithea, Adrastea* and even the humble patrol ship *Sinope* — bears the name of one of the moons of Jupiter.

With its scientific resources, BESPA begins developing a variety of peculiar technologies. The beam rotor, a development of the beam shield, combines a Minovski craft-derived antigravity system with spinning beam blades that allow better maneuvering and generate additional lift. A mobile suit equipped with a beam rotor can hover and fly in a gravity environment without expending precious propellant, making this device ideal for mobile suits that are to be used on Earth.

Another BESPA innovation is a method of wireless communication that works even under Minovski interference. This "Minovski control" system allows mobile suits to remote-control drones and support mecha over short distances, making the venerable psycommu technology rather obsolete. Now any pilot, newtype or not, can operate remote units. Other new technologies include the Minovski flight system, a refined version of the Minovski craft system used by ships, and improved titanium armor materials that are comparable to the best Gundarium alloys.

With these innovative tools in its arsenal, BESPA sets about to test them on Earth. The elite Yellowjackets attack and occupy the city of Largane — formerly known as the German city of Munich — and establish a military base there, which serves as both a beachhead for the impending Earth campaign and a test site for BESPA's terrestrial mobile suits. It is here that the ZM-S08G Zolo is first distributed, and it is here that the ZMT-S12G Shokew is sent after its zero-gravity testing is concluded, so that Yellowjacket test pilot Chronocle Asha can test it under Earth conditions.

The Shape of Things to Come

As the Yellowjackets settle in, the civilian resistance group known as the League Militaire puts the wraps on its own advanced mobile suit design, the LM312V04 Victory Gundam. This mobile suit incorporates many of the technological advances used by BESPA, such as Minovski control (used to coordinate the three components that make up the mobile suit and facilitate the complex docking procedure) and a Minovski flight system (intended for use by the core fighter, but actually sufficient to negate the weight of the entire mobile suit). It also introduces yet another new armor material, for those who are still keeping track of them.

Meanwhile, BESPA officer and eccentric mecha designer Docker Iq is hard at work on the next generation of terrestrial weapons. Having tested the concept with his squadron of combat bikes, he is drawing up plans for a fearsome array of wheeled combat machines. Everything from the "Einerad", a huge wheel within which a mobile suit can ride about, to wheeled battleships is on the drawing board, and these ground-combat designs will feature prominently in BESPA's upcoming "Earth Cleansing Operation".

Last but not least, League Militaire researchers at the lunar city of Saint Josef are working frantically on the next generation of Minovski gadgetry. The miraculous Minovski drive will make it possible for a mobile suit to fly indefinitely without expending propellant, creating thrust from pure energy. But will their alchemical endeavors bear fruit in time...?

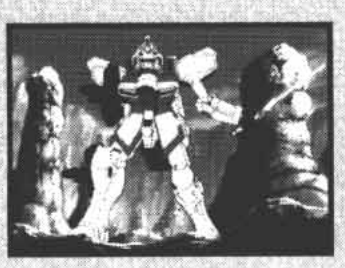
Raymond P Campiglia (Order : 33181648)

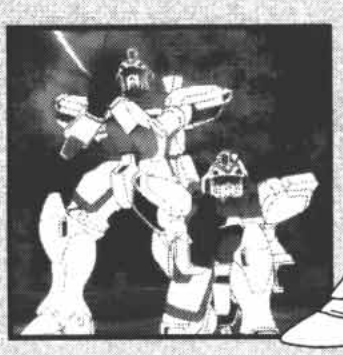
LM312V04 VICTORY GUNDAM

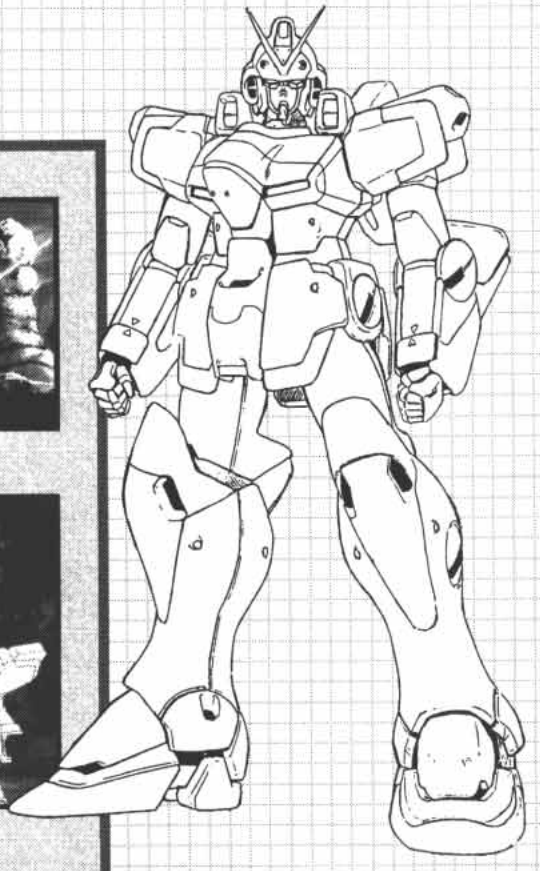
The Victory Gundam was created by the League Militaire's crack team of civilian mechanics to serve as a symbol of resistance to the Zanscar Empire. Though it has no technological connection to the Federation's line of Gundam mobile suits, its familiar appearance is meant to evoke the Gundam legend. So prevalent and powerful is this legend that even the pilots of the Zanscar's BESPA forces insist on calling this mobile suit "the white thing" rather than dignify it with the sacred name.

The V-Gundam's chief distinction is its ability to separate into three parts — a small core fighter and two supplemental "limbs." In addition to its rather dubious tactical value, this feature makes it easy to replace damaged components. Since the V-Gundam is soon mass-produced, the League Militaire always have plenty of replacement limbs on hand.

The V-Gundam is also one of the very fastest and most maneuverable mobile suits around. In atmospheric flight, its performance is further enhanced by an anti-gravity Minovski flight system. Intended for use with the core fighter, this system actually provides enough lift to keep the entire mobile suit aloft.







Code name: Victory Gundam
Official code: LM312V04
Use: General purpose variable mobile suit
Height: 15.2 meters
Dry weight: 7.6 tons
Full combat weight: 17.7 tons
Armor: Gundarium/super ceramic composite
Generator: 4 780 kW
Thrusters: 7 390 kg x 6, 4 420 kg x 8
Total thrust: 79 700 kg
Apogee motors: 34
Armament: Vulcan gun x 2, beam saber x 2, beam shield x 2, beam rifle x 1, hard point x 8

VICTORY GUNDAM CHARACTERS

by Mark Simmons

USSO EBBING

Civilian, 13 years old

When we first meet him, he's living illegally in the forest region Kasarelia on the outskirts of Woowig, but this intrepid youth will eventually become the top mobile suit pilot of the League Militaire. He's well-prepared for the role, since his home sits atop an abandoned subterranean computer complex, complete with a mobile suit pilot simulator. Left behind by his parents, who left Earth mysteriously a few years ago, the self-sufficient Usso is content to while away his days in Kasarelia until the advance forces of the Zanscar Empire invade his home. Soon he is drawn into the struggle against the zealots of Zanscar, motivated by a desire to protect his friends and a growing curiosity about the whereabouts of his parents. Usso's childhood training, slowly emerging newtype abilities and awe-inspiring tenaciousness enable him to fly the ZMT-S12G Shokew when it falls into his hands, and later make him a formidable pilot for the LM312V04 Victory Gundam.

Raymond P Campiglio (Order : 3318164B)

SHAKTI KARIN

Civilian, 11 years old

Usso's neighbor Shakti is a peaceful, spiritual girl. Like Usso, she lives alone at Kasarelia, awaiting her mother's eventual return. Shakti is very much a homebody, and is only persuaded to leave Kasarelia and tag along with the League Militaire because she has no choice. She quickly settles into a mothering mode, looking after Usso, taking care of fragile young Suzie Relane and toting the infant Karlmann Doukatous about on her back. She has profound psychic gifts, though for the most part they do her no good, serving only to fill her with inexplicable feelings of despair, anguish and foreboding. Her family background is a mystery, for now.

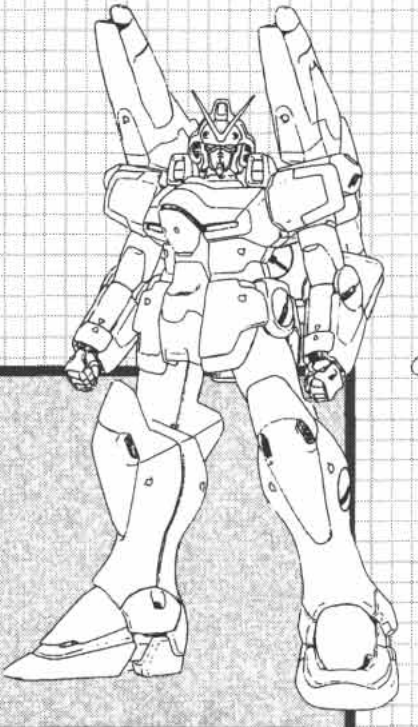
MARBET FINGERHUT

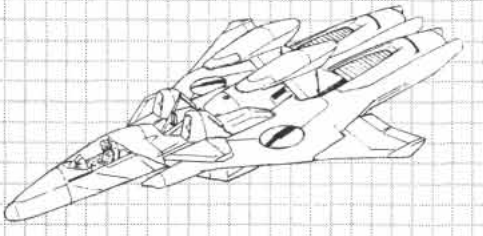
League Militaire pilot, 22 years old

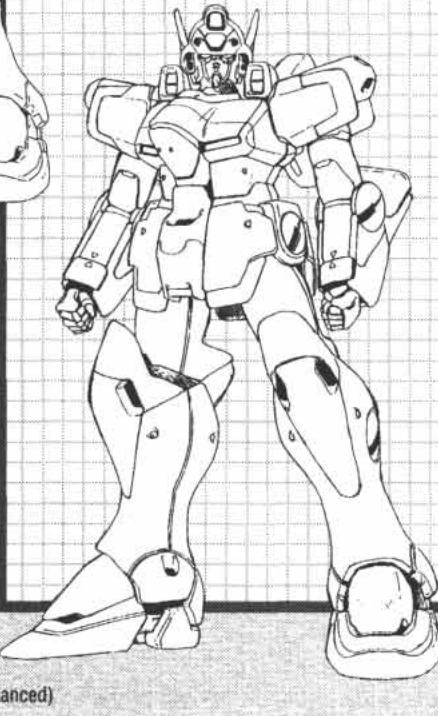
A League Militaire test pilot, Marbet is injured in the opening episodes, giving Usso the opportunity to become ensconced as the V-Gundam's pilot. Once she recovers, she becomes an invaluable member of the League Militaire's pilot team, watching out for Usso and constantly pulling everyone's asses out of the fire. At one point a Federation pilot cadet, Marbet and her fellow cadet Oliver Inoue left the Federation after the establishment of the Zanscar Empire and signed up with the civilian resistance. She nurses a lingering affection for Oliver, whom she hasn't seen in two years. Once spare V-Gundams are available, Marbet begins piloting one on a regular basis.

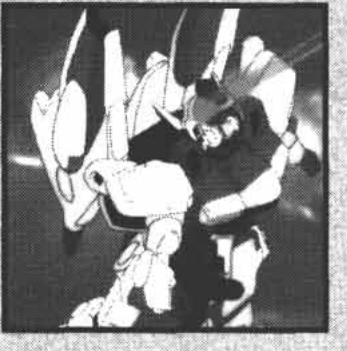
LM312V06 VICTORY HEXA GUNDAM +SD-VB03A PACK

A variant of the V-Gundam , the V-Gundam Hexa, is designed for use by field commanders. It is distinguished by its rabbit ear-like antennae, which enhance its communications abilities. Both the V-Gundam and the V-Gundam Hexa can be equipped with an SD-VB03A overhang pack, which provides additional propellant and a pair of high-power beam cannons. This configuration, referred to as the V-Dash Gundam, typically includes a mega beam rifle in place of the standard beam rifle.









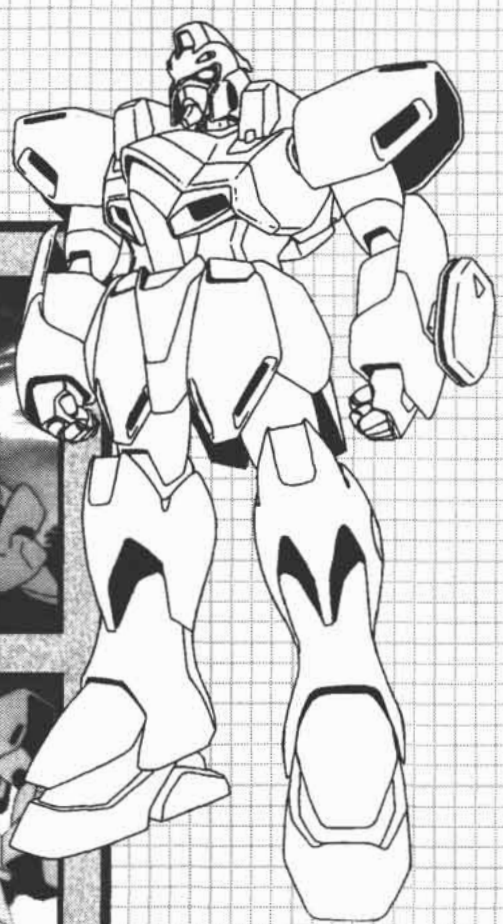
Code name: Victory Dash Gundam
Official code: LM312V04+SD-VB03A
Use: General purpose variable mobile suit (enhanced)
Height: 15.2 meters
Dry weight: 9.2 tons
Full combat weight: 20.8 tons
Armor: Gundarium/super ceramic composite
Generator: 4 970 kW
Thrusters: 29 010 kg x 2, 4 420 kg x 8
Total thrust: 93 380 kg
Apogee motors: 36
Armament: Vulcan gun x 2 (plus 2 facing backwards), beam saber x 2, beam shield x 2, beam rifle or mega beam rifle x 1, overhang cannon x 2, hard point x 12

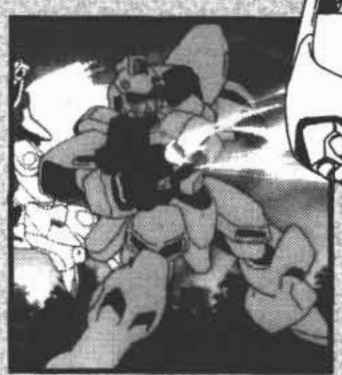
Raymond P Campiglio (Order # 33161648)

LM111E02 GUNEZ

The GunEZ is a spinoff of the League Militaire's Victory Project. Originally created as a test bed for the V-Gundam, it shares the same proportions, armor composition, generator system and high performance, but lacks the V-Gundam's separation and transformation capabilities and the Minovski craft system. The limited number that were produced served nicely as combat mobile suits while the V-Gundam was in development. Once the V-Gundam production line is in full swing, around halfway through the series, the GunEZ is gradually phased out in favor of its more full-featured successor.

Despite its simple appearance and lack of gimmicks, the GunEZ is a worthy mobile suit for the League Militaire's top pilots, with speed and maneuverability close to that of the V-Gundam. Used primarily by the elite Shrike Team, it is colored in a uniform drab green.





Code name: GunEZ
Official code: LM111E02
Use: general purpose mass-production mobile suit
Height: 14.9 meters
Dry weight: 7.6 tons
Full combat weight: 18.6 tons
Armor: Gundarium/super ceramic composite
Generator: 4 820 kW
Thrusters: 20 460 kg x 4
Total thrust: 81 840 kg
Apogee motors: 29
Armament: Vulcan gun x 2, beam saber x 1, beam shield x 1, double-barrel multi-launcher x 1, beam

KATEJINA LOOS

Civilian, 17 years old

Katejina, the spoiled daughter of a wealthy merchant in the city of Woowig (formerly known as Prague), is Usso's best friend. (Though Usso lives in the forests outside Woowig, they keep in touch via regular email.) After the Yellowjackets raze Woowig in search of the League Militaire's secret factory, she blames the League Militaire for her home town's destruction and is adamantly opposed to Usso's involvement with the resistance fighters. When, soon after, she is captured by Chronocle Asha, she initially decides to spy on the Yellowjackets for Usso's sake but gradually begins to fall for Chronocle and for the Zanscar philosophy. Eventually becoming a BESPA pilot, she flies the ZM-S22S Rig Shokew and the ZM-S24G Gedlav.

Raymond P. Campiglia (Order - 33161643)

THE KIDS

A complement of orphaned children from the occupied city of Largane attach themselves to the League Militaire wagon train. This motley group is led by 15-year-old Odero Henrik, a tough, sardonic street kid who gradually becomes Usso's loyal friend. Warren Trace, Odero's preppy 13-year-old sidekick, is nominally a computer whiz but spends most of his time playing comic relief. Timid Suzie Relane, initially pretty shell-shocked from the destruction of her home and family, regains her sunny disposition after settling in with the League Militaire. And then, of course, there's year-old Karlmann Doukatous, the albatross on Shakti's back.

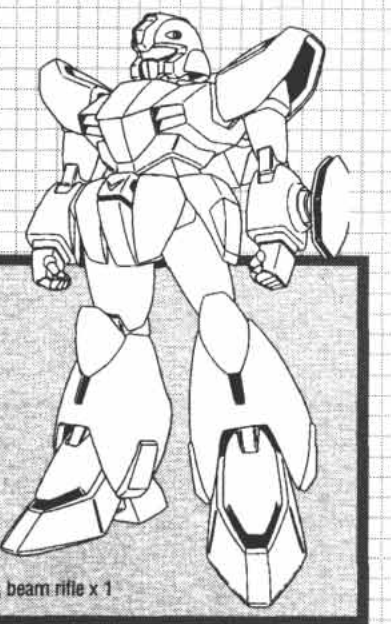
THE CAMION GROUP

This collection of senior citizens is the last line of defense against the Zanscar Empire's relentless expansionism. Toiling away on the League Militaire's secret Victory Project, the gray-haired guerrillas of the Camion group have finally completed the V-Gundam, symbol of resistance against the Zanscar Empire. They are led by 70-year-old factory chief Oi Nyung, a fearless patriot who is, in the end, content to go to the guillotine knowing that his death will only inspire his comrades. The rest of the elderly mechanic team consists of 85-year-old project leader Romero Maraval, 75-year-old generator specialist Otis Arkins, 70-year-old Leonid Almadovar and 65-year-old Esther Chavarri.

RGM-119 JAMESGUN

The JamesGun is the Federation's standard mass-production mobile suit. It's an evolutionary descendent of the RGM-109 HeavyGun seen in Gundam F91. It is smaller, however: in the decade between the two designs, manufacturer Anaheim Electronics appears to have gotten the hang of miniaturizing mobile suits. Though the JamesGun's specs are comparable to most other V-Gundam era MS, it is rather lightly equipped and, at 30 years old, almost painfully obsolete.

Though the JamesGun was originally intended as a general-purpose mobile suit, after the development of the Javelin it was quickly relegated to ground use and colony defense. The version used by the Federation in Europe and North America is colored light gray.

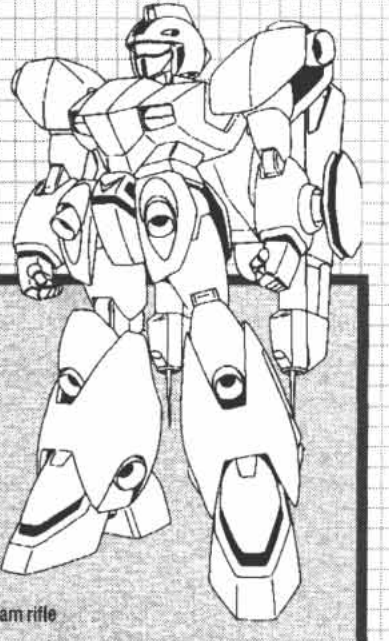


Code name: JamesGun
Official code: RGM-119
Use: Mass-production ground mobile suit
Height: 14.7 meters
Dry weight: 7.1 tons
Full combat weight: 16.3 tons
Armor: Gundarium/ceramic composite
Generator: 3 680 kW
Thrusters: 22 270 kg x 3
Total thrust: 66 810kg
Apogee motors: 16
Armament: Vulcan gun x 2, beam saber x 2, beam shield x 1, beam rifle x 1

RGM-122 JAVELIN

The Javelin is a modification of the JamesGun designed for space combat. Its maneuverability and speed are marginally higher than the JamesGun's, and it is equipped with a pair of back-mounted shot lancers similar to those used by Gundam F91's Crossbone Vanguard. Another notable modification is the large camera sensor on the back of its head.

The Javelin has supplanted the JamesGun as the Federation's standard space mobile suit. The Federation fleets seen in V-Gundam are equipped exclusively with Javelins. The Federation donates a number of Javelins to the League Militaire, who use them indiscriminately both in space and on Earth. The Javelin is colored in aqua and white.



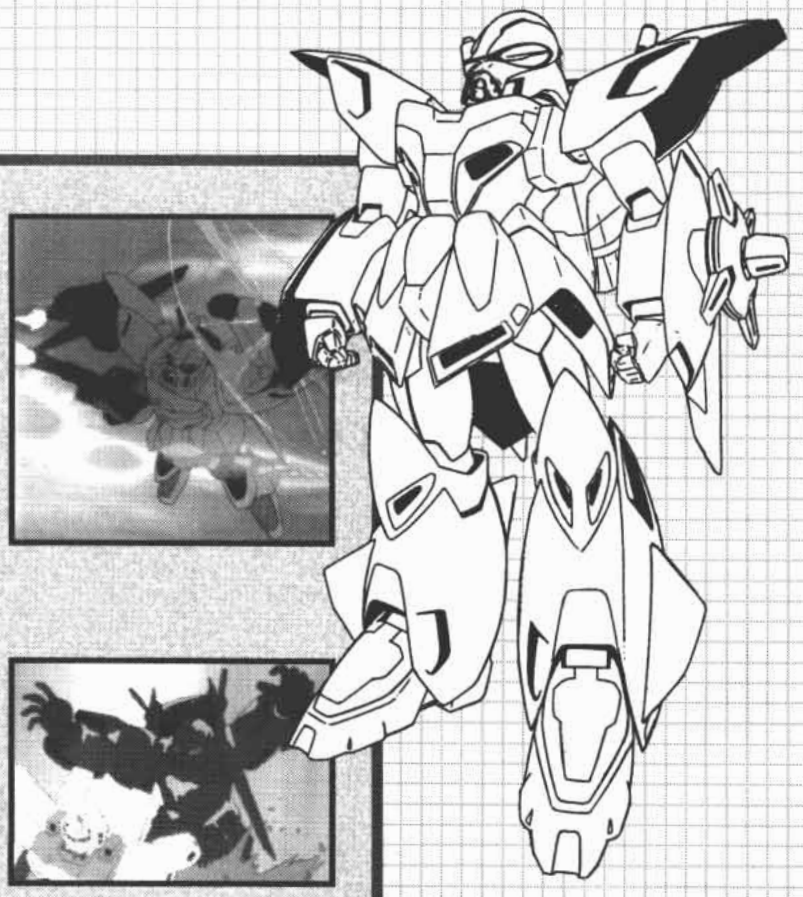
Code name: Javelin
Official code: RGM-122
Use: Mass-production space mobile suit
Height: 14.5 meters
Dry weight: 8.1 tons
Full combat weight: 16.5 tons
Armor: Gundarium/ceramic composite
Generator: 3 980 kW
Thrusters: 23 830 kg x 2, 21 600 kg x 1
Total thrust: 69 260 kg
Apogee motors: 18
Armament: Vulcan gun x 2, beam saber x 2, beam shield x 1, beam rifle x 1, shot lancer x 2

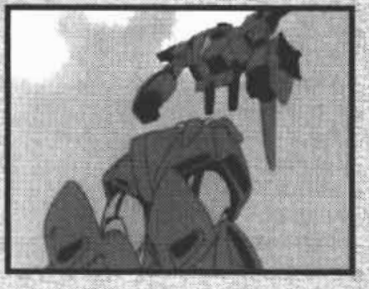
Raymond P. Campiglia (Order # 33181648)

ZM-S08G ZOLO

The Zolo is the first BESPA mobile suit designed for use on Earth. As its name suggests, it is based on the Zoloart, though its has been extensively redesigned for the terrestrial environment. It supplements its low thrust — only half that of the spacegoing Zoloart — with a beam rotor, a spinning beam shield that provides lift without depleting the Zolo's limited propellant supply. The Zolo is capable of separating into two parts; the upper half becomes the "Top Heli," a high-performance, beam rotor-equipped attack helicopter. Meanwhile, the mobile suit's legs form the "Bottom Terminal," a slower drone unit which supports itself with a Minovski flight anti-gravity system. The bottom terminal is relatively cheap and expendable, and can readily be abandoned and replaced.

The Zolo makes up the majority of the Largane base's mobile suit contingent, and doesn't seem to be used elsewhere, as it is soon replaced by the more powerful Tomliatt. The Zolos of the Largane base are colored in drab olive green, though Chronocle Asha's personal Zolo is bright red.





Code name: Zolo
Official code: ZM-S08G
Use: Mass-production variable ground mobile suit
Height: 14.8 meters
Dry weight: 8.9 tons
Full combat weight: 21.2 tons
Armor: Titanium/neo ceramic composite
Generator: 5 120 kW
Thrusters: 11 890 kg x 2, 7 630 kg x 2
Total thrust: 39 040 kg
Apogee motors: 30
Armament: Beam saber x 2, beam rotor x 1, vulcan gun x 1 (Top Heli only), beam rifle x 1

THE SHRIKE TEAM

• Oliver Inoue

Junco Jenco •

• Kate Bush

Connie Francis •

• Helen Jackson

Peggie Lee •

• Mahalia Merril

The League Militaire's top combat group, the elite Shrike Team is made up of six glamorous female pilots under the supervision of Marbet's old friend, the macho yet somehow nerdy Oliver Inoue. The starting lineup of pilots consists of Kate Bush, Connie Francis, Helen Jackson, Peggie Lee, Mahalia Merril and team leader Junco Jenco (who harbors a secret love for Oliver). As members of the ill-fated team are killed off, replacements are introduced. The Shrikes are initially equipped with LM111E02 GunEZ mobile suits, eventually phasing them out in favor of the V-Gundam and the LM111E03 GunBlaster.

Raymond P. Campiglia (Order : 3318148)

CHRONOCLE ASHA

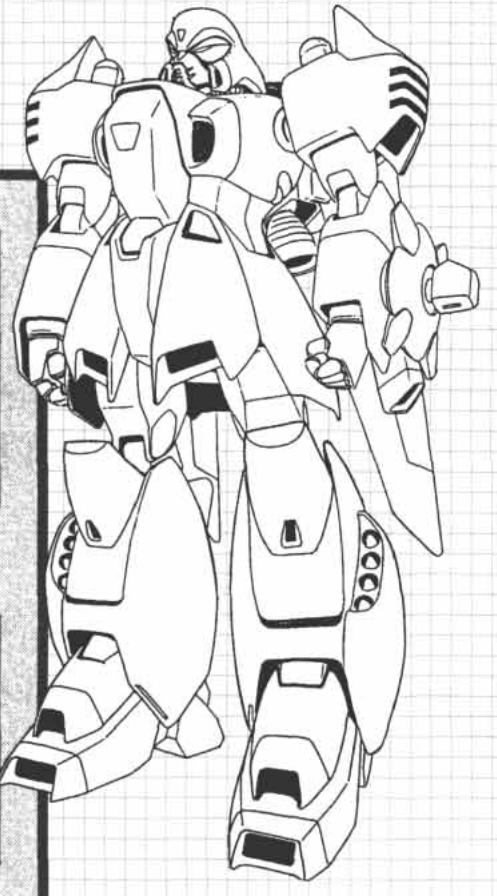
Yellowjacket (BESPA) Lieutenant, 20 years old

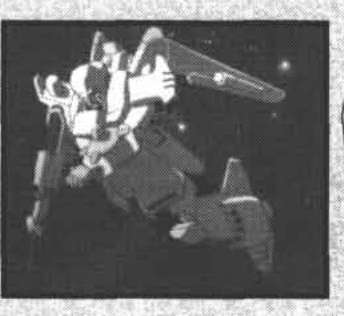
Chronocle is an ambitious and resourceful young officer, assigned to the Largane base as a test pilot. He is the younger brother of the Queen of Zanscar, Maria Pia Ammonia, though his allegiance lies with the fascist Gachi party rather than the benevolent figurehead Queen. Though he is disgraced by losing the ZMT-S12G Shokew to Usso, he quickly redeems himself by capturing Camion group leader Oi Nyung, after which his career rapidly begins to take off. An excellent pilot, he is Usso's chief rival for the first half of the series, though later he largely withdraws from combat to concentrate on his command duties. Chronocle is also a spacenoid bigot — he wears a face mask rather than breathe the impure air of Earth. After losing the Shokew, Chronocle pilots a variety of mass-production BESPA mobile suits such as the ZM-S08G Zolo, ZM-S09G Tomliatt and ZM-S06S Zoloatt; he eventually settles on the fearsome ZM-S14S Contio.

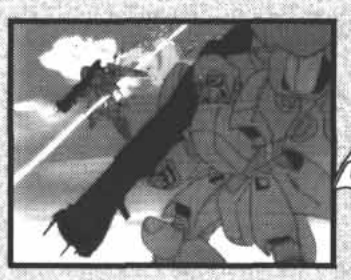
ZM-S09G TOMLIATT

The Tomliatt is the successor to the Zolo. Like the Zolo, it is based on the standard BESPA space mobile suit, the Zoloatt, and is also equipped with a beam rotor for atmospheric flight. Unlike the Zolo, it doesn't split into two parts but rather transforms into a single, large attack helicoprer. In addition to the usual beam rifle, it sports a battery of "multi-launchers", multipurpose missile launchers that can be stocked with anything from explosive ordnance, to Minovski particle-scattering shells for ECM purposes. It also replaces the ordinary beam saber with a larger, more powerful beam tomahawk.

The first dozen Tomliatts in service are assigned to Albeo Pippiniden's squadron and are colored deep purple. Many more are subsequently produced, and are assigned to BESPA forces in Europe, Africa and elsewhere. This successful design has a number of variations, including the souped-up ZM-S27G Domuttlia.







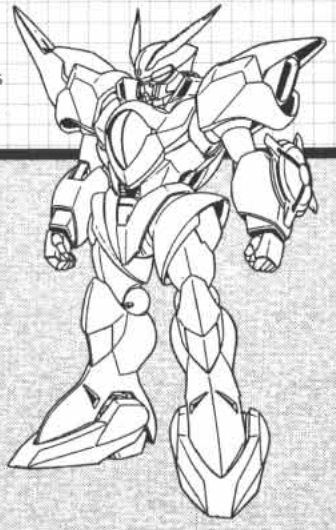
Code name: Tomliatt
Official code: ZM-S09G
Use: Mass-production variable ground mobile suit
Height: 15.0 meters
Dry weight: 8.6 tons
Full combat weight: 20.7 tons
Armor: Titanium/neo ceramic composite
Generator: 5 540 kW
Thrusters: 10 630 kg x 2, 7 840 kg x 2
Total thrust: 36 940 kg
Apogee motors: 29
Armament: Beam tomahawk x 2, beam rotor x 1, four-barrel multi-pod x 2, double-barrel multi-pod x 2, vulcan gun x 1 (when transformed), beam rifle x 1

Raymond P. Campiglia (Order : 33181648)

ZMT-S12G SHOKEW

The Shokew is the prototype of a new line of higher-performance mobile suits intended to replace the Zoloatt. Slimmer and more agile than the Zoloatt and its descendents, the Shokew's vaguely Gundam-esque appearance bears testimony to the contributions of SNRI (once the Federation's premier design group) to its development. This version of the Shokew has been adapted for terrestrial use after the conclusion of zero-gravity testing; the final production version, the ZM-S22S Rig Shokew, will prove to be a versatile multi-environment mobile suit. In addition to the standard ground mobile suit equipment - beam rifle, beam sabers and beam shield - the Shokew also has a hidden weapon, a double-barrel beam gun that folds out of its right shoulder.

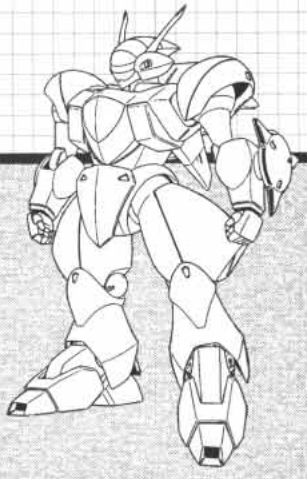
The prototype Shokew, painted in bright yellow, is assigned to Yellowjacket test pilot Chronocle Asha. It is stolen by civilian Usso Ebbing and destroyed soon after.



Code name: Shokew
Official code: ZMT-S12G
Use: Prototype ground mobile suit
Height: 14.7 meters
Dry weight: 7.9 tons
Full combat weight: 19.2 tons
Armor: Titanium/neo ceramic composite
Generator: 5 190 kW
Thrusters: 15 490 kg x 2
Total thrust: 30 980 kg
Apogee motors: 16
Armament: Beam saber x 2, beam rotor x 1, double-barrel beam gun x 1, beam rifle x 1

ZMT-S13G GODZORLA

The Godzorla is an experimental mobile suit assigned to the Largane base for ground testing. Though it is unfinished at the time, Yellowjacket Ensign Gary Tan hijacks one of the Godzorla prototypes for his mission of vengeance. The design is very roughly similar to that of the Shokew, but the Godzorla incorporates a variety of eccentric flourishes such as its alternative sensor design (with a segmented screen rather than the standard cat's-eyes) and three-pointed beam rotor. The mobile suit is also quite heavily armed; missile launchers are hidden in its flared thighs, and the beam sabers stored in the chest can double as beam guns. Ironically enough, since the Godzorla was designed for reconnaissance missions and sneak attacks against anti-BESPA guerrilla forces, Gary Tan actually uses it exactly as its designers intended.



Code name: Godzorla
Official code: ZMT-S13G
Use: Prototype ground mobile suit
Height: 14.6 meters
Dry weight: 8.1 tons
Full combat weight: 20.9 tons
Armor: High titanium/neo ceramic composite
Generator: 4 990 kW
Thrusters: 16 620 kg x 3
Total thrust: 49 860 kg
Apogee motors: 12
Armament: Vulcan gun x 2, beam saber x 2, beam rotor x 1, nine-barrel multi-launcher x 2, beam rifle x 1

FARA GRIFFON

Yellowjacket (BESPA) Commander, 22 years old

Fara is the young commander of the Yellowjacket's Largane base. Tempermental and sadistic, Fara delights in sending people to the guillotine; for an extra treat, she'll dress them up in jingling bells before they march to their execution. After a string of failures, culminating in her failure to prevent the League Militaire's Camion group from reaching Arti Gibraltar, her superior officer, Captain Tashiro Varo, sentences her to exile in space. (In layman's terms, this involves a one-way trip out the airlock with a couple of days' worth of air.) During her tenure as Largane commander, Fara often flies on recon missions in the mobile armor Recarl with her trusty underling Meche Rubens at the controls.

ALBEO PIPPINIDEN

Yellowjacket (BESPA) Lieutenant

A senior classmate of Chronocle at the Zanscar military academy, Pippiniden is another ambitious young officer. He and his mobile suit squadron are dispatched to Largane by Fara Griffon's superior, Tashiro Varo, to help stamp out League Militaire resistance and sort out the mess Fara has been making. Pippiniden and his squadron are equipped with the first production run of Tomliatt mobile suits, with which they carry out a combination attack called the "Pippiniden Circus."

Raymond P. Campiglia (Order # 33181643)

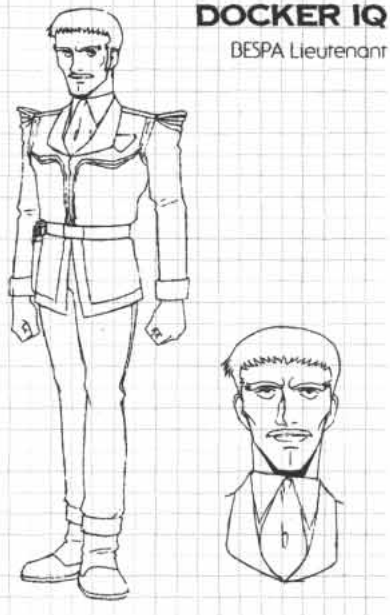
LUPE CHINO

Yellowjacker (BESPA) Ensign

Lupe is a brash, aggressive officer attached to Pippiniden's Tomliatt squadron. She is a talented pilot and appears to be a strong newtype, but her recklessness in combat leads to her having several mobile suits shot out from under her. Later transferred to Chronocle's command, she joins Katejina as a Gedlav pilot.

DOCKER IQ

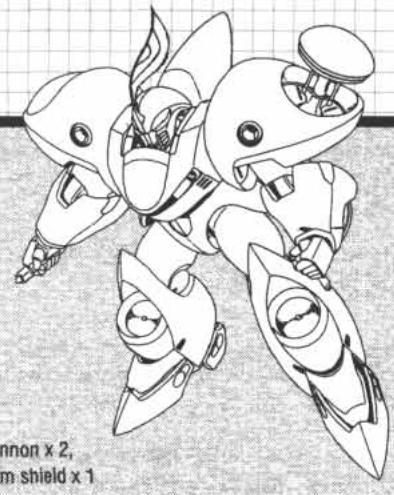
BESPA Lieutenant



The leader of the Gattarl combat bike group, Docker Iq is also an influential member of Zanscar's ruling Gachi party and a prolific mecha designer. Having created the wheeled mobile armor ZMT-A03G Garrickson, Iq goes on to scale up his designs into the huge wheeled battleships that make up the Motorad fleet. He is aided by his faithful sidekick, Lieutenant (JG) Renda De Paloma.

ZMT-S16G MEMEDORZA

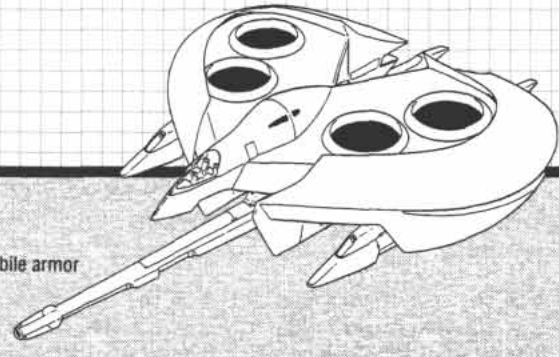
This unique test mobile suit, attached to Albeo Pippiniden's squadron, is used by Ensign Kwan Lee during a battle at Arti Gibraltar. Equipped with shoulder-mounted beam rotors, the Memedorza can stay aloft using these rotors while still keeping its hands free for combat; a forearm-mounted beam shield lets it defend itself without diverting the beam rotors from their locomotive duties. The Memedorza is also equipped with a formidable thruster array, including powerful leg-mounted thermonuclear jet engines. This redundant complement of defense and flight systems seems quite inefficient, which is probably why the design was never further developed. Still, with its high mobility, advanced armor and heavy firepower, the Memedorza made a very dangerous opponent for the League Militaire.



Code name: Memedorza
Official code: ZMT-S16G
Use: Prototype ground mobile suit
Height: 14.7 meters
Dry weight: 8.5 tons
Full combat weight: 26.2 tons
Armor: High titanium/neo ceramic composite
Generator: 5 570 kW
Thrusters: 26 960 kg x 2, 10 840 kg x 2
Total thrust: 75 600 kg
Apogee motors: 6
Armament: Mega beam gun x 2, mega machine cannon x 2, beam saber x 1, beam rotor x 2, beam rifle x 1, beam shield x 1

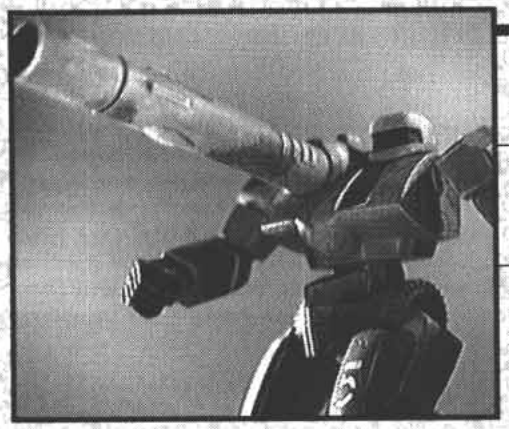
ZM-A05G RECARL

It's easy to see why this large mobile armor, consisting of a disc-shaped main body with an oversized mega particle gun jutting out from its front, was nicknamed "the frying pan." Attached to the Yellowjackets' Largane base, the Recarl is typically used by Largane base commander Fara Griffon for aerial reconnaissance and observation. Though it is fast and almost ludicrously heavily armed, the Recarl usually fares quite badly when it goes into combat against mobile suits, since it is not very maneuverable and consequently has a hard time bringing its large main gun to bear on moving targets. Though it is not technically a prototype, the Recarl seems to be unique. The one used by Fara Griffon is colored in yellow and gray.



Code name: Recarl
Official code: ZM-A05G
Use: High-speed atmospheric mobile armor
Overall length: 50.6 meters
Dry weight: 29.2 tons
Full combat weight: 41.5 tons
Armor: High titanium/neo ceramic composite
Generator: 4 990 kW x 2
Thrusters: 87 200 kg x 4
Total thrust: 174 400 kg
Apogee motors: 26
Armament: Mega particle gun x 1, beam cannon x 2

Raymond P Campiglio (Order # 33181648)



BUILDING THE BZK-F3 HOLLANDER

By Marc A. Vezina

The BZK-F3 Hollander is one of the most peculiar Battlemechs introduced in FASA's *Technical Readout 3055*. Its most distinctive characteristic is the monstrous Gauss rifle mounted on the right side of the machine's torso, giving it the strange appearance of an assault cannon on chicken legs. The unusual subject, as well as the Hollander's simple boxy form, prompted the modeling of this kitbashed version.

PREPARATION

The first step was to get some good visual references. At the time the model was built, the Ral Partha miniature had not yet been released, so only the illustration in the **Tech Readout** was used. Rear details were omitted or ad-libed since no image of the back could be found.

The illustration looked good when compared with a 1/72 scale plastic kit pilot, so it was copied from the book as is, with no size reduction. Height turns out to around 9.6m, which is reasonable for a 35-ton battlemech.

The next step was to scour the bitbox for parts that could prove useful. An old stylus provided the barrel of the Gauss rifle, while a 1/72 scale DC-3 engine cowling was used for the torso gun mount. The hip joints were made out of some 1/48 scale Jeep wheel. The torso, arms and part of the legs of an old discarded 1/72 scale Roundfacer were chosen to serve as base for the model, as the shapes could be easily altered with Milliput. The rest of the Hollander was made out of plastic rods and sheets along with lots of Milliput epoxy putty.

CONSTRUCTION

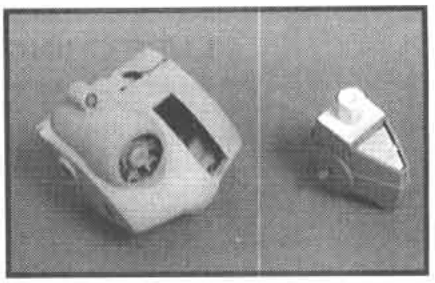
The 'mech was broken down in sub-assemblies to facilitate construction and painting.

Torso & Head

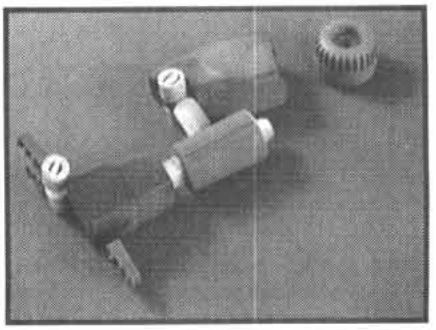
The Roundfacer's torso was first puttied, filed and then sanded smooth to remove all the ridges and air vents not sported by the Hollander. A large hole was cut into the right side to install the Gauss rifle mount (the DC-3 engine). The engine was glued with superglue to ensure a good bond, then was blended into the torso with Milliput sculpted with wet tools. Next, a long and narrow rectangular hole was made into the left side of the body. A piece of scribed and formed plastic was then glued underneath to represent the track shown on the illustration.

The bulge on the lower front torso was made with Milliput. The plastic was first roughened to ensure a good bonding surface, then a blob of Milliput was applied and shaped with a moist sculpting tool until the correct shape was more or less attained. Fine-grade sandpaper was used to even up and smooth out the surface.

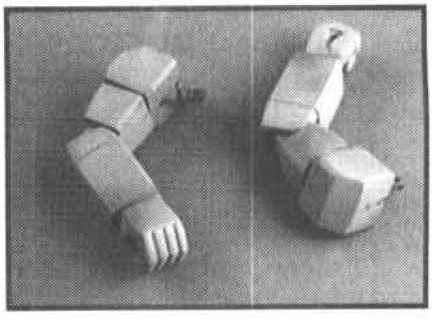
A suitable head could not be found in the bitbox, so a block of Milliput was shaped to the correct form and put on the body. Files and fine-grade sandpaper were used to finish the surface, then panel detail was scribed using a sharp X-Acto knife and a steel ruler.



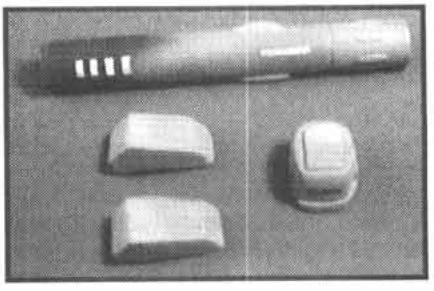
Torso and hip assembly parts. The engine is still in the cowling to serve as mount for the gun barrel.



Left leg assembly. The different parts are clearly visible in this pre-primer shot. The hip piece has not been glued yet.

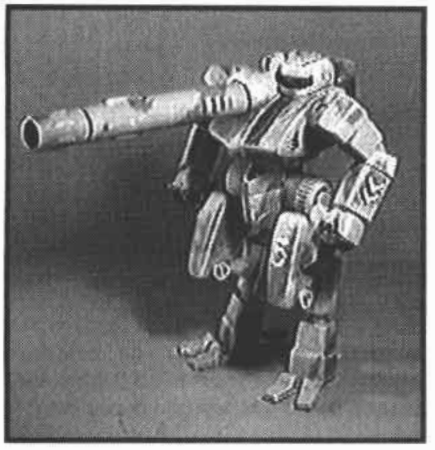


Arm assemblies after first primer coat. The original engraved details have been removed and the shoulders slanted.

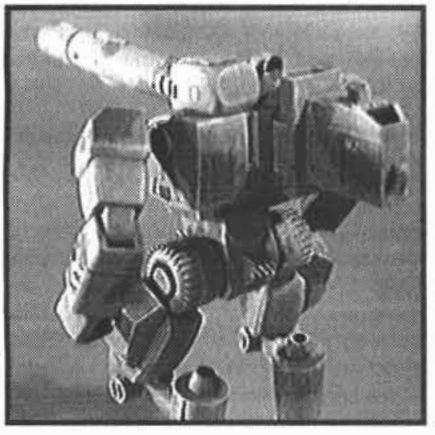


The gun barrel, hip boxes and head during construction. The barrel was primed to spot any defect on the electronic "bumps".

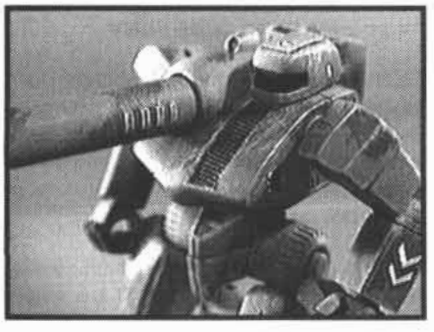
Raymond P Campiglio (Order - 33161643)



The Hollander shows off its forest camouflage (grey and green). Insignia were kept to a minimum.



A back view of the Battlemech. The gun's rear section is made of various styrene pieces.



A close-up of the upper torso, showing the head and the barrel mount. Milliput was extensively used to reshape the torso.

Gauss Rifle

The Gauss rifle is simply an old stylus tube. This provided the correct hollow, slightly tapering tube needed. The treads inside were removed. The electronic material's bumps were made with small blobs of epoxy putty (Milliput) worked with a damp tool. The gun was painted separately and then attached to the gun mount with epoxy glue. The rear of the gun is simply a styrene sheet box glued to the back of the torso and decorated with miscellaneous bitbox parts.

Arms

The arms were next. The first step is to fill the cooling ridges at the elbows, since the Hollander does not have them. The top of the shoulders is then cut diagonally and covered with plastic sheet. Fix any gap with model putty. The final step is to rescribe or replace the hands with more detailed versions sporting spikes (in our case, stretched sprue parts) on the top of the hands.

Legs

The legs were built in separate sections: the feet, the knees/thighs and the hips. The feet are old Roundfacer shoulder units which are reversed and equipped with toes made out of styrene sheets and rods. The cylinders are bigger plastic rods, scribed and decorated with pieces of smaller diameter tubings.

The thighs are from the Roundfacer. All surface details were filled and sanded smooth. A rounded opening was cut in the upper part of the piece to accept the wheel which would form the hip articulation. The side boxes were made out of Milliput.

The wheel treads were half-filled to represent the raised ridges shown in the illustration. The central hub was left as is, although a cover made of styrene tubing was added.

PAINTING

The first step was to prime the model using flat grey to make sure there were no flaws in the conversion. This step had to be repeated twice as some surface defects were still visible after the second primer coat. The last primer coat was applied with a high nozzle pressure to create a grainy, cast armor-like texture.

A simple two-tone medium grey and forest green paint scheme was selected. A general coat of Tamiya Medium Grey was first applied with the airbrush, then a drop of white was added in the cup and airbrushed in a wave pattern to simulate wear.

The forest green was another Tamiya color, Green. The pattern was carefully airbrushed with a limited nozzle opening for clear edges. Again, a touch of white was added in the cup and some faded sections were airbrushed in. The model was then allowed to dry.

Once the base scheme was completely dry, a mix of Medium Grey and white was carefully drybrushed over all surfaces. The paint "hung" on the raised surface details, highlighting them. A second drybrushing coat with a very pale grey was then applied to the upper surfaces of the machine.

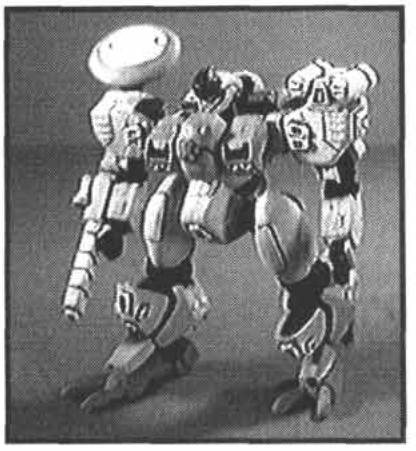
As a final touch, the markings were then hand-painted on the torso and legs. Warning decals were taken from the bitbox.

CONCLUSION

There you have it: a nice 1/72 scale model of one of the most unusual 'mechs in the Battletech universe. It was not hard to do, and certainly prompted me to try some more kitbashing experiments. If this article interested you, let us know and we will try to run more of the same!

Raymond P. Campiglia (Order : 33181643)

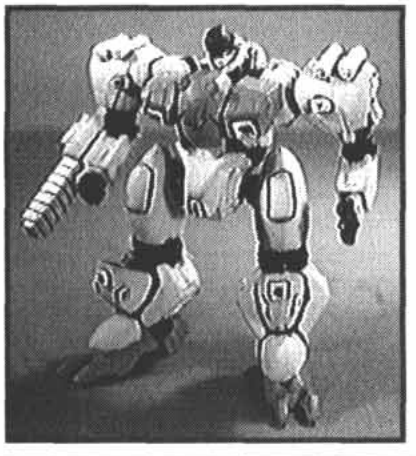
NAME: EAL-04 Pathfinder
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1070
MATERIAL: Pewter



The Pathfinder is the light "grunt" exo-armor of the Jovian Confederation. It is well-armored for its size and its large sensor dish and good maneuverability make it perfect for scouting and rapid strike missions.

The kit is composed of seven pieces: the exo-armor's head, torso, radome, right arm/beam gun, left arm, and left and right leg units. The head and radome unit are especially impressive.. The legs are molded so that, once glued, the model assumes a walking stance. Delicate parts like the claws are well done, and all relevant thrusters and apogee motors are there. The only complaint would be that some of the mold lines are hard to remove due to their location.

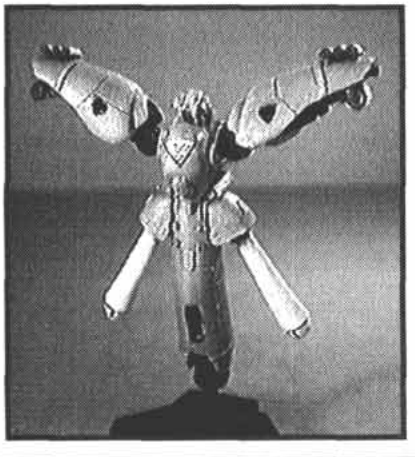
NAME: EAM-03 Retaliator
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1071
MATERIAL: Pewter



The Retaliator is a rapid interception unit designed for fast response. Armor had to be sacrificed, however, so the machine is lightly armored for an exo of its size.

The kit is composed of six pieces: the exo-armor's head, torso, right arm/railgun, left arm, and left and right leg units. It is similar in construction to the Pathfinder, making assembly simple and fast. Our sample had practically no flash, making for a faster clean-up and assembly. The final miniature assumes a "parade ground" posture which is quite nice.

NAME: CEA-01 Syreen
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1072
MATERIAL: Pewter



The Syreen was the CEGA's answer to the Jovians' early exo-armor designs. Although it is obsolete, many units are still equipped with it as it is inexpensive and very fast.

The kit is composed of eleven pieces, including separate shoulder missile packs. A two-part hex base is also included. Every part is crisply molded, and even the minuscule apogee thrusters are all there. This can pose some problems in clean-up unless care is taken not to damage them. The miniature represents a Syreen in flight mode: arms tucked in and landing gear retracted. A small rod extends out of the main thruster and fits into a hole in the base.

HEAVY ARMOR

By the Dream Pod 9 Modeling Team

HEAVY ARMOR is a regular feature that takes a look at some of the miniatures available on the market for mechanized science-fiction gamers and modelers.

The reviews are mostly centered on the molding and general appearance of the miniature as it comes out of its package. Whenever possible, accuracy is checked against the gaming illustration which served as a template. Other review criteria include molding quality, detail and so forth.

This issue's HEAVY ARMOR focuses on the just-released *Jovian Chronicles* miniatures by Rafm Company, Inc.

OVERVIEW

The kits all come in blister packs which echo the layout of the main **Jovian Chronicles** sourcebook cover. These miniatures are more akin to small metal models than gaming pieces! The scale comes down exactly to 1/325, which, although unusual, is nice considering that most gaming miniatures are not sculpted to scale.

The amount of detail is incredible. Every panel line, every thruster, even each cable is faithfully reproduced — down to the last rivet — from the illustrations in the book. The various gun barrels and thruster openings are slightly depressed, which make them easy to either paint in black or drill out for an even better appearance.

Each machine is molded in separate parts, including the head (which, on most miniatures, is molded with the body). This means that with a minimum of work, each exo-armor can be modified for new postures by simply doing some light cutting and regluing.

The hips are a little wide on all four Jovian machines, but not by much. It is a simple matter to shave off the hips' raised mounting plates to bring the legs closer to the body. It all comes down to the modeler's personnal preferences. The Wyvern can also be slightly improved by cutting and relocating the front hip armor plates. This

Raymond P Campiglia (Order : 33181643)

job is greatly facilitated by the sculptor, who thoughtfully placed a small groove around the armor plates to facilitate the cutting job. Again, this modification is up to the modeler's preferences.

All kits include a separate metal hex base, although none of the models (the Syreen excepted) needs it — they can all stand on their own. This contributes even more to the "scale model" feel of these gaming miniatures.

PAINTING

All six models were painted in what we consider the "factory" colors. Once delivered to their squadrons, the exo-armors are generally repainted in the squadron's own colors.

The three "basic" Jovian machines are painted overall light grey. The various bits of exposed mechanism are dark blue-grey, while the maneuver thrusters are pure white. The head's main sensor dome is gloss black, while the "eyes" are either green or red. The trim color for the torso and feet is as follow: light blue for Pathfinder, orange for Retaliator and lime green for Vindicator.

The Prometheus is a different case. It is painted overall white-grey with the torso, arms and parts of the legs medium blue (similar to the blue sported by the Gundam). The various sensors are bright green and the mechanism are dark blue-grey. The beam rifle's barrel is white.

We found that Citadel's "Goblin Green" acrylic paint was a perfect color match for the Syreen's intended paint scheme. The Wyvern was also painted using this color along with some medium grey. The sensor plates are red while the mechanisms are, as expected, dark blue-grey.

The various insignias were then hand-painted using the sourcebook's back cover as reference.

CONCLUSION

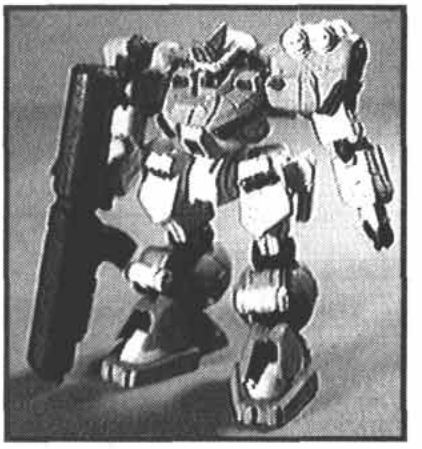
These miniatures are well-detailed and more than worth buying — but then again, we are a bit biased... Of course, conversion and modeling articles on the Jovian Chronicles miniatures will be featured in upcoming articles.

If you liked these models, don't hesitate. Let us (or Rafm) know!

NAME: CEA-05 Wyvern
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1073
MATERIAL: Pewter

The Wyvern is a more recent CEGA exo-armor design. It was heavily based on an old Jovian design which was obtained from the Martians. The Wyvern is similar to the Retaliator in its tactical role, but is more heavily armored.

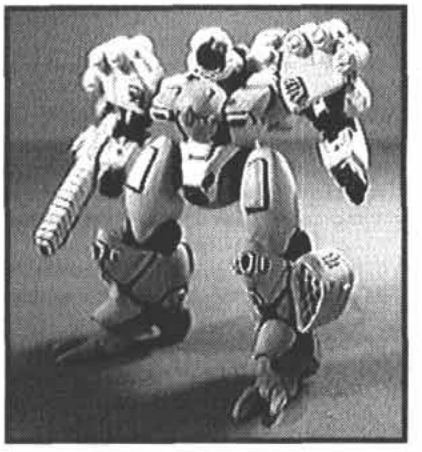
The Wyvern is broken down into eight parts, hex base not included: torso, head, left and right arms, left and right legs, left and right hip armor plates. The Wyvern's enormous railgun is molded with the right arm in stored position: pointing straight down, tip of barrel on the ground. It is a simple job, however, to modify the arm to place the gun in the firing posture.



NAME: EAH-01 Vindicator
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1074
MATERIAL: Pewter

The Vindicator is a new heavy exo-armor design of the Jovian Confederation. It combines firepower with armor and speed, and provides brute strength to back its flightmates.

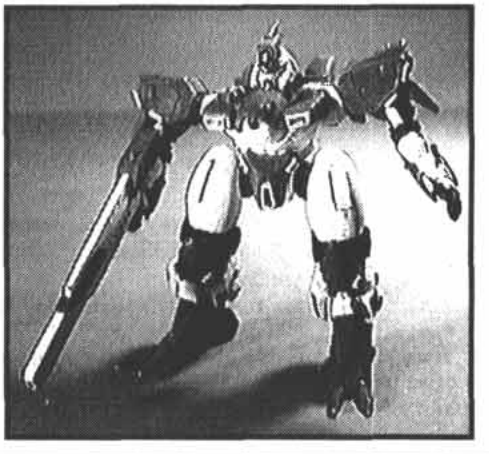
The exo-armor is impressive and so is this kit: head, torso, right arm/gun unit, left arm, backpack missile mounts (2) and left and right leg units. The arms are especially nice with their huge missiles. The backpack parts fit well, and are molded in the firing position. This is probably one of the nicest mecha miniatures to hit the market in recent years. The finished model looks extremely impressive, even when placed near a larger scale, more detailed model!



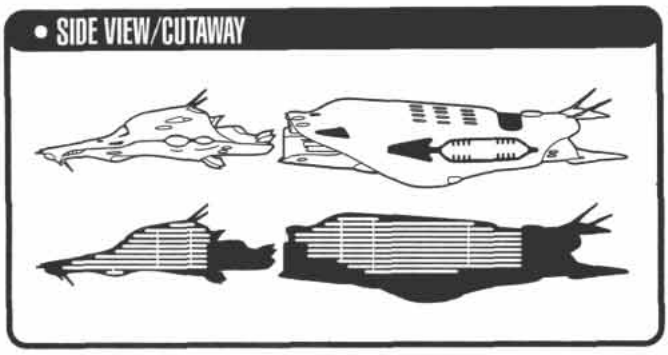
NAME: EAX-C1 Prometheus
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1075
MATERIAL: Pewter

The Prometheus is a one-of-a-kind prototype built by the Jovians to test a variety of new systems, including the highly experimental CAT control device and Storm Attacker supplementary armor.

The kit includes six pieces: the exo-armor's head, torso, right arm/beam rifle, left arm, and left and right leg units. The Storm Attacker parts are not included, but can easily be scratchbuilt if need be. The head of the Prometheus is especially nice. The antennae are all there, although a bit thick (a necessary evil for molding purposes). A minimum of work with a small file will bring them back to a more "scale" appearance.



Raymond P. Campiglia (Order # 3316148)



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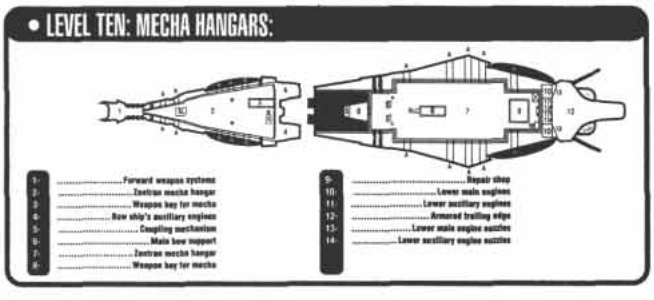

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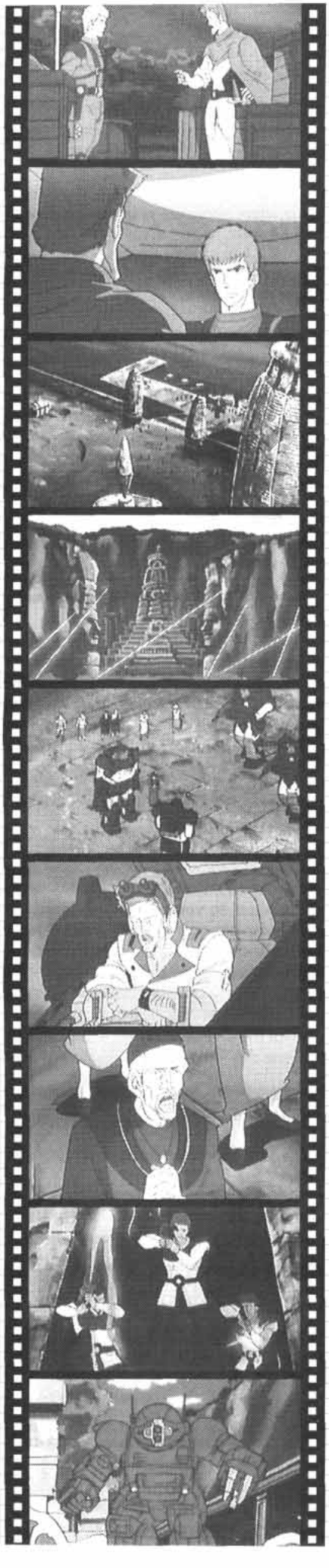


ARMORED TROOPER VOTOMS

by Martin Ouellette

Episode 16: Annihilation

In the cover of night, a small group of Bera guerrillas under the command of Monica, one of their best leaders, infiltrate the EX-10 base. A few minutes later, Chirico's much needed sleep is interrupted by an explosion. As he joins Potaria and Kidera, it becomes evident that they are attacked by a very small number of people. As the Bera commando escapes the base, Potaria spots Monica fleeing in the forest with her men. Crushed, Potaria stays pensive when Gotho jokes about the inefficiency of the guerrilla fighters, who did not cause much damage.

Sometime later, at the Fantam Club, Coconna can't get through the pensive mood of both Chirico and Potaria, which makes Vanilla think that something is very wrong. The base's klaxon sounds, calling the soldiers to an announcement by Gon Ner and Kuan Yu. Yu starts to read the names of the men chosen for a raid on the village of Zonom, believed to be the hide-out of one of the Bera leaders. Chirico, Kidera, Potaria and Shako are the lucky ones — they'll get money — and, at daybreak, they depart under the command of Kuan Yu.

After a bombing run to clear any resistance away, Kuan Yu and his team enter the ruined village followed by troop carriers. The soldiers gather the villagers in front of the temple to interrogate them on the whereabouts of the Bera leader. Since they refuse to talk, Yu sends his men in a village-wide search; sure enough, they find Monica. Enraged, Kuan Yu starts to shout at the high priest, warning him of the dire consequences of his silence. The old man denies any knowledge of the Bera's operations.

Kuan Yu decides that he has lost enough time. Calling random villagers, he plays a game of Russian roulette. The last person in the line is Monica. Potaria, horrified, tries to stop her. Faced with Kuan Yu's suspicions of treason, Potaria has to explain that Monica was his lover and that their difference of opinion about the war drove them apart. Monica raises the gun to her head, but she is stopped by Chirico who orders Kidera to fire on the temple. The burly man does so and out of the temple a group of Bera Standing Turtles emerge and start a firefight with the EX-10 troopers.

During the battle, Chirico is jumped by the blue A.T. Out of fear that Fyana is the pilot, Chirico does not fire. The blue A.T.'s hatch opens, revealing its pilot: a white-haired young man with an intense gaze, who seem rather pleased of seeing Chirico...

Episode 17: Reunion

Puzzled by the fact that the young man knows him, Chirico realizes that he probably knows Fyana. As Chirico questions him, the young man only answers is to fire at him, yelling that he has Proto-1 and that Chirico will never get her back. The battle erupts again but, this time Chirico loses as his Marshydog is scrapped and he finds himself staring at the barrel of the blue A.T.'s gun. Chirico draws his armored magnum, shooting the lenses of the enemy A.T.'s sensors, and runs for cover in the forest.

In the village, Kuan Yu decides to go back to EX-10, even if Kideria and Potaria protest. Meanwhile, in the courtyard of the Holy Palace of King Kansielman, the King and Proto-1 are having a match of lance combat, which she loses. The King congratulates her and tells her of another of his students, named Ypsilon — the blue A.T.'s pilot. Later that night, Ypsilon and Proto-1 are having supper with the King when the capture of an EX-10 soldier is announced. To Proto-1's sadness, it is Chirico.

When the King asks Ypsilon his advice on how to decide the prisoner's fate, Ypsilon suggests a ritual lance combat, which he will do himself. It does not take long for Chirico to be bested. As Ypsilon prepares himself for his last, definitive strike, Fyana stops him and says that she wants to finish him herself. She only wounds Chirico in the shoulder, though, and Ypsilon is suspicious of her reasons for doing so.

Raymond P Campiglio (Order : 33181648)

CONTINUOUS PLAY

by Scott DiBerardino

This article introduces an alternative way to play **HGF** which enables the players to trade punches back and forth in a much more realistic manner.

PREPARATION

• You will need an Initiative Track consisting of 18 consecutive boxes, with a dividing line separating it into two equal halves of 9 boxes each. You will also need a marker of some kind for the track.

• For a shorter game, I recommend halving each Gear's starting Structure.

SETUP

• The Initiative Track is placed between the two players so that one end points toward each player.

• The maximum number of boxes on a Gear's side is equal to his maximum number of Actions (on the Gear card) divided by two, rounded up. Black out all the extra boxes, if any.

• Compare the two Gear's Action values. If one Gear has a higher Action score, then it has a Speed Advantage equal to the difference. This Speed Advantage is a fixed value, and lasts for the duration of the Combat. For instance, a Cheetah has a Speed Advantage of 4 over a Grizzly.

• Place the Initiative Marker on the track a number of spaces equal to the Speed Advantage away from the centerline, toward the Advantaged player. If there is no Speed Advantage, determine randomly which side of the centerline the marker starts adjacent to.

• Each player is dealt cards equal to their hand size (usually 7).

PLAY

• The player with the Initiative Marker on his side of the centerline has the Initiative. It is his turn.

• On your turn, you can do any of the following:

ATTACK ACTIONS:

After performing one of these, check to see if the Initiative changes hands. If the Initiative Marker is now on your opponent's side of the track, you must go directly to the End of Turn (explained below). First, lay an Attack card. You must move the Initiative marker away from you a number of boxes equal to the Action Cost of the Attack, including any Movement cost (but never less than one). If by doing so, you would move the marker off the end of the track, then you may not perform the attack, and must choose something else.

Attacks are resolved using the regular Heavy Gear rules, except as outlined below. If your opponent wishes to play a Dodge Move, he may do so now, but must move the Action marker back towards you in the same manner as playing a usual Attack card.

SPEED BOOST:

If you have a Speed Advantage, you can play any Attack card to gain more initiative. Instead of performing an Attack, move the Initiative Marker **towards** you a number of spaces equal to the Action Cost listed on the card. However, you may not move the marker more spaces than your Speed Advantage. You may only play one card for a Speed Boost each turn.

PLAY STRATEGY or MISHAP CARD:

These take effect immediately. If a card has an effect with a duration, it lasts until the start of your next turn (i.e. when you regain the Initiative from your opponent). Some cards effects need to be altered:

Flexibility: You may discard as many cards as you want, then refill your hand up to your hand size.

Superfast: Move the Initiative Marker 2 boxes towards you.

Sluggish (Mishap): Move the Initiative Marker 2 boxes away from you.

Shutdown (Mishap): if your opponent is Overloaded before your next turn, he cannot play any Attack cards until after the end of his next turn. On your "free" turn, place the counter on your side of the centerline.

Prototype: Cancel any card being played by your opponent. Obviously, you can play this at any time.

PASSING

If for some reason, you are unable or unwilling to do anything while you have the Initiative, you may pass the Initiative to your opponent, moving the Initiative Marker to the box just on the other side of the centerline, then proceed to the end phase.

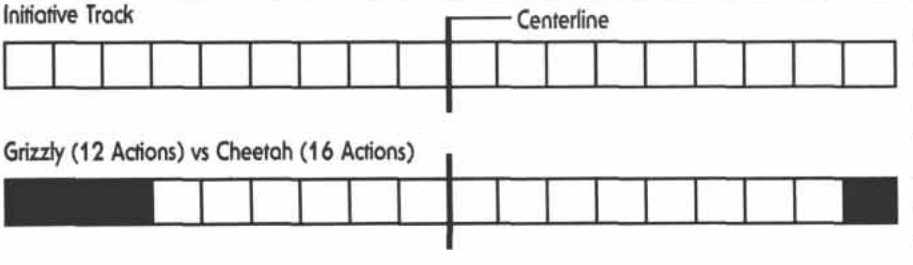
OVERLOAD

When you Overload your opponent, you immediately move the Initiative Marker to the box just on your side of the centerline and may play an Offensive Card for a Speed Boost. You are considered to have a Speed Advantage of 5 for the play of this card, and any previous Speed Boost this turn is irrelevant (i.e. you can do another one for the Overload, even if you already did one this Turn).

END OF TURN:

• First, refill your hand up to your hand size.

• Next, you may discard as many cards as you like. For each card you discard, you subtract 1 from your Overload total.



HAND SIZE:	
5	Rookie
6	Grunt
7	Veteran
8	Ace
9	Master
10	Godlike Entity

Raymond P Campiglia (Order : 3318164B)

MASTERING COMBOS

by Jean Carrières

Possibly the most difficult rule in **HGF**, Combos allow a Gear to disregard initiative and perform a series of consecutive Moves that are difficult to evade. By their very nature, Combos are designed to drain the defenses of the Defender. When used wisely, they can be devastating enough to allow a mere Iguana Gear to seriously trounce even a Grizzly or a Spitting Cobra. For instance, in a straight, one-on-one combat, a Grizzly had only 90 points of Structure left when the Iguana was finally defeated.

Don't Start the Turn with a Combo

New pilots think launching themselves into a Combo is the best thing to do when beginning a Turn. Not so. When the Turn begins, the opponent still has all his defenses ready. He will probably evade most if not all of the Moves in the Combo, leaving the attacking pilot drained and frustrated. Combos are difficult to do. It is highly recommended that the defender's defenses be drained with a few Green or Yellow Moves first. That means the Combo will be that much more difficult to evade later on, and will be more effective.

Combos Are Expensive

Combos tend to be expensive in Actions. Most beginners believe it is best to put all their powerful cards in a Combo, in hopes of doing the most damage right away. Unfortunately, they may not be able to do so all the time. Furthermore, nothing is more frustrating than performing an expensive Combo and finally Overload an opponent, only to do a measley Green Move as a freebie attack. The ideal Triple Combo involves a Green, a Yellow and a Red, or many Greens and a Yellow. This way, the Combo does not cost as many Actions and still forces the opponent to play his defenses.

Don't Start with a Red

It is best to play a Combo in increasing strength of color. For instance, Green to Yellow to Red, or Yellow to Yellow to Red, and so forth. Since the last Move is the one that is most likely to hit, the strongest should be played last.

Initiate a Combo During Overload

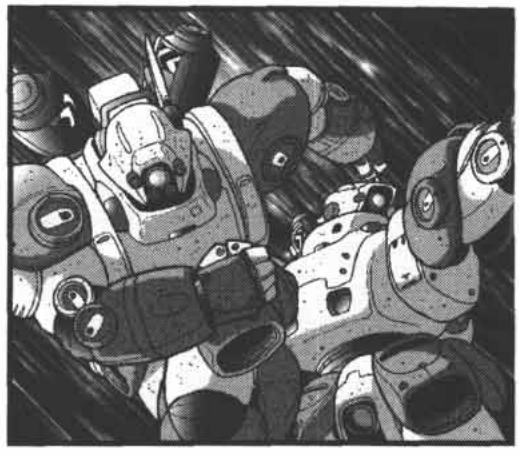
The best time to initiate a Combo (providing the pilot has enough Actions for it) is to do it when the Defender is Overloaded. That way, the first Move of the Combo is the undefensible freebie. Consequently, because the Defender fails to defend against it, all the other Moves of the Combo hit automatically. Naturally, the first one causes no Overload and the Defender recycles his Overload to zero. The second and following Moves of the Combo, however, DO cause Overload and can once more Overload the Defender. In **Card Fighter™** talk, we call this a Timed Combo.

Plain Green Combos

Green Combos are Combos that are made of only Green Moves. Although seemingly useless, they are excellent when it comes to causing Overload to an opponent. Often, if a pilot has a Triple Combo card and has a Natural Green Combo ability (because of a green "C" under a Green Move), he can perform a Natural Double or Triple Green Combo to either weaken his opponent's defenses or, that failing, to cause him a bit of "prelude" Overload. Because they are rather inexpensive in Actions, Green Combos can easily combine between three to five Moves, and almost automatically Overload an opponent. They should not be neglected.

Last Note

If you are going to play a Combo, make sure you still have a big card left in your hands. Although Combos are very powerful and efficient, they DO fail occasionally. After a few games, you will know which machine is best at them, and so will your opponent. As you both learn to avoid them, you will also discover that powerful as they are, you do not wish to bet all your chips on the same number.



Good fighting!

E R R A T A

Our deepest apologies to all the HGF players who were confused by some of the typos that slipped through our ever-vigilant copy editors. Let's set things straight right away.

On the Spitting Cobra, the **Mortar Fire** Move should have the "^" Spec.

On the Hunter, the **Mortar Fire** Move should have the "^" Spec; the **Lethal Stab** Move should have the "T" and "*" Specs.

The "D" and "O" Specs are somewhat similar. To differentiate them, remember that the "O" Spec appears only if there is a "D" before. Consequently, if there is only one of the two visible, it's a "D".

The Strategy Card **Supperfast** should read "Superfast". The card has nothing to do with a quick lunch.

The Strategy Card **Prototype** should read "Select any two valid Strategy options of your choice". You don't have to fetch the cards in the deck.

The Mishap Card **Vulnerability** should read "Halve all Armor ratings, rounding down". Major typo. Mea culpa.

Raymond P Campiglia (Order - 33181648)

Some time later, Fyana secretly goes to Chirico's cell and helps him to escape, explaining that she had to wound him to fend off Ypsilon's suspicions. What she doesn't know is that both Ypsilon and Monica are watching her — Ypsilon is *not* happy. As Fyana helps him, Chirico asks her to go with him. She sadly refuses, saying that nobody will ever leave them in peace as long as there is a war going on. Chirico climbs into a Turtle A.T. and rides away. By the time he reaches the jungle, he has lost his A.T. Luckily for him, Monica is waiting with a motorboat and offers it to him as a way to return the favor he did for her at Zonom. Chirico speeds away, thinking of Fyana...

Episode 18: Turnabout

Back at Nitan village, the phone rings at the Fantam Club. When Coconna takes the call she is quite grumpy. Her disposition changes rapidly when she learns that "her man" has been found. He is not well though. Kuan Yu, who wanted to interrogate him about his alleged relations with the guerrilla, has to step back when the scene nearly turns ugly with Gotho and Vanilla.

It turns out that Chirico's coma was faked as he did not want the two officers to find out about Fyana. Meanwhile, back at the Palace, Ypsilon is getting his butt kicked by the King during a lance combat session. The King explains that Chirico lost because he did not know anything about lance combat. Fyana comes forward and admits that she helped Chirico escape. Ypsilon gets furious and tells her that next time, he will hunt down Chirico and kill him like a dog.

At that moment, the King receives the news that the EX-10 commander is leaving the base for an important meeting with Merukian officials and he decides it is the best moment to attack. Boro agrees with the King and suggests a couple of minute modifications to the plan. Back at EX-10, Gotho and Chirico learn of Gon Ner's departure and that Kuan Yu is now the boss. The two make plans for Chirico's escape but Kuan Yu is faster and arrests the young soldier. Chirico is firmly interrogated. Kuan Yu is nearly at the end of his rope when Potaria and Kidera enter the room to protest at Chirico's treatment.

Just then, the Bera attack Nitan village. Kuan Yu orders everyone to their A.T.s and they go to the village only to realize that it was only a diversion. They race back to the base. As they leave, Chirico sees the Fantam Club being blown up and hopes that his friends are alright.

Episode 19: The Plan

As Gon Ner goes back to Assemble EX-10, he brings Rochina with him as an observer. When the base commander learns of the attack, he decides to go back even if it would be dangerous. Rochina is anxious to see Chirico again.

Back at Nitan, the fight is fast and furious. As Coconna and Vanilla watch their beloved Fantam Club burn to the ground, Chirico once again saves them from a close call. Chirico is anxiously looking for Ypsilon but cannot find him, as the young perfect soldier is still back at the Palace. When King Kansielman decides to order his men to pull out, Ypsilon protests but the King dismisses him. The attack was a success and there is no need for more bloodshed. When Ypsilon comments to Fyana that he wants to fight yet nobody will let him, Fyana answers that she does not want to fight anymore, mostly because she is scared. Ypsilon is stunned by the revelation.

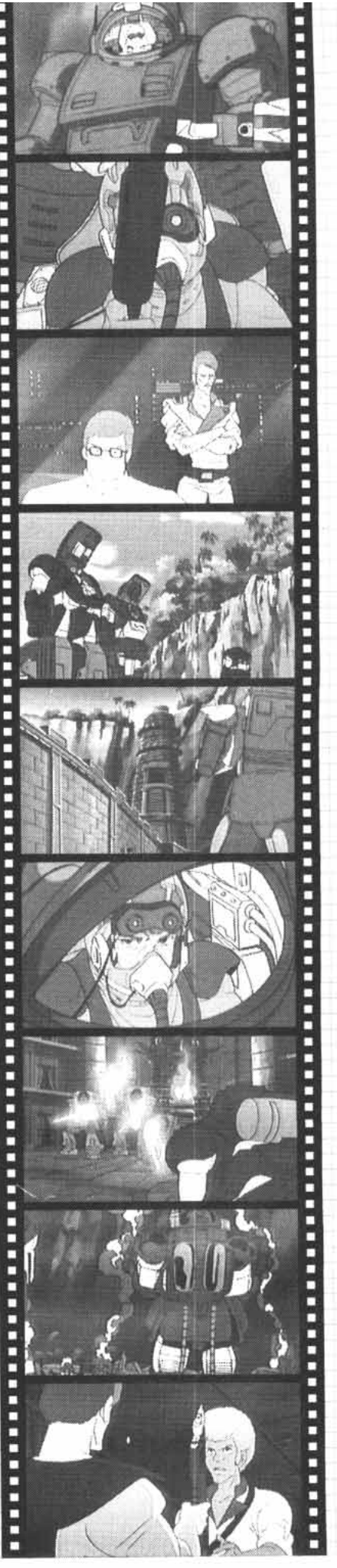
In the morning, Nitan village is in ruin and Assemble EX-10 has lost many of its A.T. Gon Ner is furious at Kuan Yu and Chirico has to actually defend him as Ner wants to throw Kuan Yu out. Gon Ner then introduces Rochina in the room. Chirico is stunned to learn that he is also looking for Proto-1. Rochina explains to them what exactly is a perfect soldier and is dismayed when he learns about the second one (Ypsilon). Meanwhile, Vanilla has decided to join EX-10 to strike out at the ones who destroyed his dreams.

At the base, Gon Ner has mobilized all his troops for a major strike which will be preceded by a commando attack on the Palace. Chirico has been chosen as the commander of the task force — Kuan Yu is displeased but he cannot do anything about it. As the boat that will take them deep inside Kummen gets on the way, Coconna and Vanilla watch sadly, wondering if their friend will return to them safely...

Episode 20: Fyana

This episode recounts the events that led Chirico to Kummen and his relationship with Fyana.

To Be Continued in MP 16 ...



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SPEED RACER MODELS

By the Dream Pod 9 modeling team

Many of us once sat wide-eyed in front of the TV screen watching the adventures of that intrepid race car driver, Speed Racer. Streamline Pictures, best known for its efforts in bringing dubbed Japanese animation to North America, has recently begun offering high-quality resin model kits of the series, as well as many others, under the label Streamline 3D. The following reviews examine two of the Speed Racer kits: the Mach 5 and Racer X's Shooting Star. Both are highly advanced racing vehicles.

Although we were aware that 1/25 is a respectable size for a model car, we were still surprised by the size of the models when the evaluation samples arrived at the office. The kits are packaged in a sturdy, thick cardboard box filled with shredded paper to ensure maximum protection for the parts inside. A thick, glossy paper cover with full color pictures was wrapped around the cardboard, adding yet another layer of protection.

A clear and complete set of instructions are included in each kit. It also contains many hints and tips on building the model which proved quite useful. A decal sheet is provided for both models' markings.

For more information about STREAMLINE 3D products and Video Comics write to:

Streamline Pictures, PO Box 691418, W. Hollywood, CA 90069, USA

Tell them you saw the review in Mecha Press!

NAME: Speed Racer's Mach 5
SCALE: 1/25
PRIMARY MATERIAL: Non-toxic resin
ACCESSORIES: Rubber tires, metal rims, metal details, formed plastic windshield, decals

The Mach 5 kit is fairly simple, although it is not for the beginner — Streamline 3D had the good idea of printing "Designed for advanced modelers" on the box. The main body is molded in one solid piece which must be cleaned and sanded. All other parts attach to this basic hull.

There was a fair amount of flash, but very few bubbles or sinkholes. Half an hour with a sharp modeling knife and some sandpaper yielded a perfect hull, ready to receive the rest of the accessories.

The accessories are made out of a variety of different materials, meaning they require different preparations. It also means that superglue and/or epoxy must be used throughout the construction of the model, as traditional (i.e. plastic) glues will not work. All metal parts were cleaned and buffed to a shine prior to assembly and painting.

There was some flash on the rubber wheels. It had to be trimmed using a very sharp knife to ensure a clean cut. The wheels were then lightly sanded to simulate wear on their surface. This step can be omitted if the modeler prefers a clean, anime-like model. The metal rims are slightly larger than the central holes of the wheels, which makes them difficult to insert. The best method is to lightly heat the tires (not too much or they will melt!) with a hairdryer and force the rims inside. This yields solid, perfect wheels.

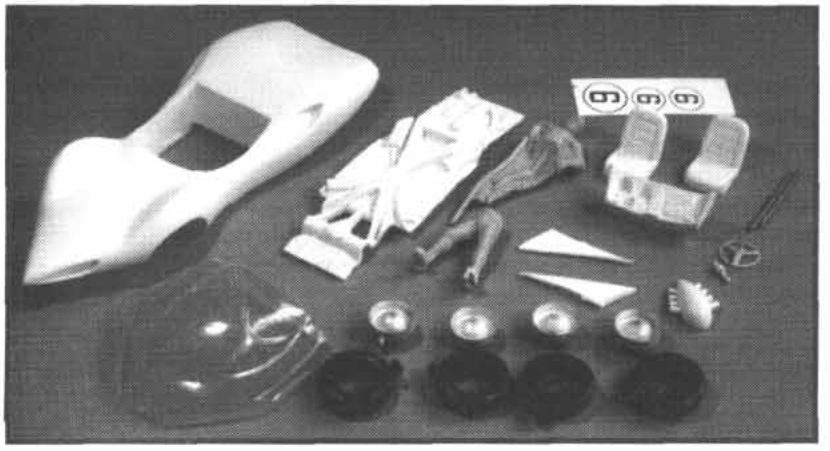
The hull was first painted with a primer to spot flaws. Once those were fixed, a second coat of primer was followed by a gloss white paint from a spray can. Coat hangers were placed in the axles' holes and used to hold the model in the air, ensuring both perfect coverage and a gloss finish.

The windshield and headlight covers proved to be a challenge. The thin vaccum-formed plastic must be carefully cut and trimmed since a mistake can ruin the parts with no hope of repair. All three parts are best attached with ordinary white glue, since superglue gives off fumes which cloud the clear plastic. Although the resulting bond is weak, it is more than sufficient to hold the clear parts to the model.

The last step was to put on the wheels and the decals. The decals' application did not cause much problem, mainly because the gloss white surface is about the best for such a task. And there you have it: a model of one of Japanese anime's best-known vehicles.

Raymond P Campiglio (Order # 3316164)

NAME: Racer X's Shooting Star
SCALE: 1/25
PRIMARY MATERIAL: Non-toxic resin
ACCESSORIES: Rubber tires, metal rims, metal details, formed plastic windshield, decals



The Shooting Star was just as well packaged as its brethren the Mach 5. Transparent shrink-wrapped plastic, glossy paper covering, solid cardboard and shredded paper protected the kit, which arrived, unsurprisingly, perfectly intact.

The Shooting Star is similar in part breakdown to the Mach 5, although the whole underside of the vehicle is a separate piece. A multi-part scale figure of Racer X is also included, although our sample's driver was not molded out of the same resin as the rest of the kit. As with the Mach 5, there was some flash on the body and other large resin parts of the car, but no bubbles.

Construction proceeded along similar lines to the previous kit. In fact, both are surprisingly similar in design, although there are many cosmetic differences. No major fit problem was encountered, although the rear wheel mounting caused some minor fit problems for assembly and painting due to its enclosed position. The wheels were prepared using the same procedure as the wheels of the Mach 5 kit.

The Shooting Star has slightly fewer detail parts than the Mach 5. Some of the parts are delicate and extreme care was taken not to damage them during clean-up. The clear parts were vacuum-formed, just like the ones on the Mach 5, and had to be cut with a sharp modeling knife. The detail parts were painted and set aside to be installed after the main hull was painted.

Painting the main body was done the same way as before, but with a warm yellow gloss paint instead of white. The interior of the cockpit was then painted with a paintbrush, then the various detail pieces were glued in position on the hull and in the cockpit. The clear parts were installed with white glue to prevent the clouding effect associated with superglue.

As with the Mach 5, the decals posed no major trouble and slid right in position. A very thin coat of clear varnish was then sprayed to seal everything in. Once the driver figure was assembled and painted, it was placed beside the vehicle to give an idea of scale. The finished model looks very nice when shown alongside the Mach 5.

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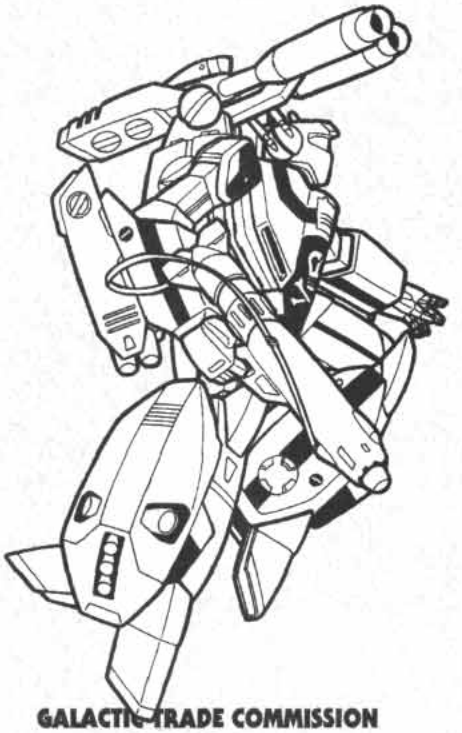

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THE BASICS OF MECHA MODELING

PART 3

PAINTS AND VARNISHES

By the DP9 Modeling Team

The Basics of Mecha Modeling is an on-going series about, what else, mecha modeling. It is primarily intended for beginner-level modelers, but it is the authors' hope that even long-time plastic bashers will find something useful in these pages.

The series is a direct result of the quieries many of the readers addressed to us since the magazine began. Many wanted to get into mecha modeling, but had no idea on how to do it. The Pod team thus sat down and laid down on paper the observations of years of modeling experience. We sincerely hope it will help make the pursuit of this hobby easier for many readers.

You now have your kit and your tools. To do a good job, though, you will have to use paint and a way to apply it: paintbrushes. To properly finish the model, you will also want to add some markings in the form of decals or rub-on markings (which will be covered in a later article) and protect it with a coat of varnish.

Paint

There are many kinds of paint on the market. All paints are composed of two basic parts: the suspension agent or base, which is the liquid part of the paint, and the pigments, which form the actual color. Because of their chemistry, different paint types (enamels, acrylics, and others) cannot be mixed with one another. Even mixing different brands of the same type is not recommended.

ENAMELS:

Also mistakenly referred to as oil paints, they are the most readily available. Their greatest advantage is that they cover very well. This means you will often only have to give one or two coats of paint on a surface, whereas acrylic paints might need three or four. Enamels are also thin and do not obscure fine detail much, which makes them perfect for airbrushing.

Unfortunately, this is also a flaw. Any imperfection on your model will stand out like a second nose on your face. Enamels are also very volatile and smell terrible since they use turpentine ("Varsol", mineral spirit) as a solvent and suspension agent. Do not breathe the fumes *and work in a well-ventilated room* when using enamels.

Jars of enamels are generally small because enamels age quickly. The best brand of enamel is made by Humbrol, a British company. They have an extensive line of colors available. Also easily available are Testor's regular paint (not one we would really recommend) and Model Master paint. Another good, but harder

A selection of the more current enamel paints: (L-R) XtraColor, Humbrol, Testors Enamel and Testors Model Master.

Common modeling acrylics: Gunze Sangyo Hobby Color, Tamiya and Polly S.

Gaming acrylic paints: Ral Partha, The Armory and Citadel Colour.

Varnish bottles and tins: Tamiya only has a gloss and a flat base, Gunze has both gloss and flat, Humbrol produces flat, semi-gloss and gloss.

Raymond P. Campiglio (Order # 33161643)

to find, brand is Xtra-color. They are comparable to Humbrol in quality and have a considerably larger line of colors.

OIL PAINTS:

These are the pasty paints found in tubes at the local art stores. They are not really suitable for modeling, although some historical modelers use them to paint large-scale soldier figures with incredible detail.

ACRYLICS:

Logically, these should be the beginner's choice. They are easy to use, are usually not too smelly and use water or isopropyl alcohol ("rubbing alcohol") as a thinner. Acrylics become impervious to water once they dry. They are also easily shaded and have a wonderful, mat satiny finish. Their only flaw is that they often require several coats to get good results, but they will also cover surface defects more easily than enamels would.

There are two acrylic paint brands unmatched in performance: Tamiya and Gunze Sangyo. The Tamiya paints are found in almost all hobby shops and come in more than eighty different colors and three finishes (mat, semi-gloss and gloss). Their semi-gloss black is a pure marvel, by the way. The Gunze Sangyo paints are harder to find and are sold in smaller jars. However, they are very useful to the science-fiction modeler since they have a line of anime-inspired colors, mostly for mecha.

Both paint brands are costly, but their quality and performance are well worth the price. Other brands of acrylics you may want to look for include Polly S, Pactra, the new Model Masters line, Armory, Ral Partha and Citadel (the last three are expressively made for painting gaming miniatures).

LACQUERS:

Lacquer paints are the third type of model paint available. They are mostly used for railroad modeling, since they yield perfectly matte surfaces and look very realistic. Unfortunately, lacquers have their downside as well.

Lacquer chemistry is even smellier and more toxic than enamel's. The thinner actually melts the top surface of the plastic to "bond" the pigments to the model. This works perfectly when thin (read: sprayed) coats of paint are applied. Using a paintbrush is an invitation to disaster, unless you spray the model with a special "barrier" paint beforehand. The best lacquer paint brand, bar none, is Floquil.

METALLIZER PAINTS:

These cannot be recommended to a beginner. They are costly and difficult to use properly, and must be applied with an airbrush. Metallizers are lacquer-based paints with metallic pigments in suspension. When sprayed on the model, the lacquer melts the surface, bonding the metal particles and creating a chrome-like surface which can be buffed with a soft cloth to obtain a variety of metallic effects. Metallizers are very fragile finishes: any — even light — handling is likely to mar the surface, and protective varnish ruins the metallic effect. They must also be applied to a perfect yet non-primed surface, since they are very thin and will magnify any imperfection — even the primer's pigments! If one wishes to seal in these paints, the best bet is Gunze Sangyo gloss varnish, which will not completely ruin the surface's effect.

Available brands are Model Master Metallizer, Humbrol Metal-Cote and Gunze Mr. Metal.

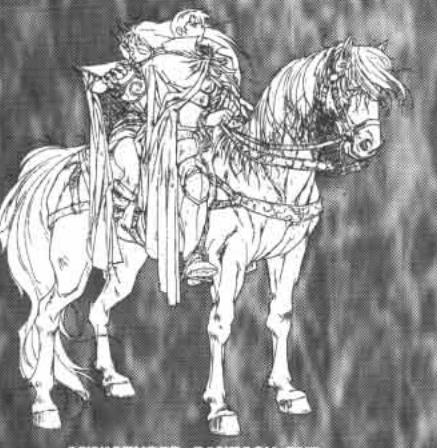
Paintbrushes

Now that you have paint, you need tools to apply it. We briefly covered paintbrushes in Part II, and so we will simply expand on this here. Contrary to what many beginners believe, not all paintbrushes are good for modeling.

Don't skimp on your brushes' quality. A terrible assembly job can be saved by a great paint job, just as easily as a terrible paint job will ruin a superb assembly. To do a good job, you need quality tools. It's as simple as that.

Technically, you'll need three paintbrushes: a flat size 8 for large surfaces, a round size 4 for small surface and a round size 0 for detailing. Smaller brushes exist (such as 00 and 000, and even smaller like 10/0), but their usefulness is limited because the paint tends to dry in the

LE VALET D'COEUR



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bristles before being applied! A size 0 brush with a nice, pointed end will do just as good a job. Check the brushes before you buy. The tips should be smooth and end in a fine point. A good brush is costly, between $4 and $10, so be careful what you buy. Brushes are available at hobby and game shops, often at art&craft stores at a better price.

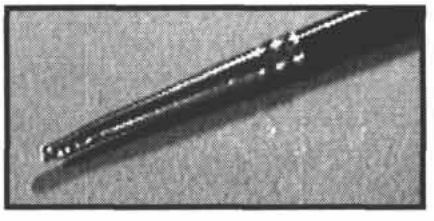
There are two general types of brushes:

ARTIFICIAL HAIR BRUSHES:

We don't recommend them. Period. They are generally made of nylon: the hair is rough, and if used with enamels, they tend to degenerate rapidly. Their only redeeming value is that they are cheap and thus perfect for drybrushing and other brutal jobs.

NATURAL HAIR BRUSHES:

These (and acrylic paints) are the modeler's best weapons. Natural brushes have soft hair, allowing the paint to "flow" on the surface. They are also more resilient and generally better made. The Grumbacher sable brushes are the team's favorites. The drawback of the natural hair brushes is that they are costly and necessitate constant care and attention, especially if using enamels (enamels make the hairs brittle).



Lack of proper maintenance. This brush now serves as a paint mixer.

Your brushes will last much longer if you take good care of them. Don't dip the entire head into the paint — if the pigment gets under the metal fastener it may dry there. You don't want that to happen. It may leak out later, ruining your latest paint job, or it may unseat and damage the bristles.

Never let the paint dry on your brushes. Dip them in the proper solvent after use, and never let the brushes soak in it: this will damage the bristles and ruin the tool. If the pigment just won't come off, go to the sink and start a steady stream of hot water. Place some liquid soap (the dishwashing kind) in your hand and wash your thinner-filled brush under the running water. This technique can even rescue some pretty damaged brushes.

Carefully dry off the hair with a soft cloth — don't rub or pull on the bristles — then store the brush hair up. If the point isn't perfect, get a little saliva on your index and thumb and very gently shape the hair back in shape. This should keep your paintbrushes in perfect shape and extend their usefulness.

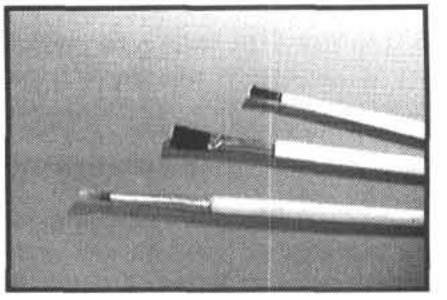
Varnishes

After painting their kits, some people feel the need to protect them. This can be done with a light coat of clear varnish. They are two kinds of varnishes, the brushed-on kind and the spray-can kind. The former gives nice results but must be carefully applied with a soft brush, or better yet, with an airbrush. Sprayed varnishes are easier to use, but sometimes give unwanted results due to uneven covering or nozzle "sputters".

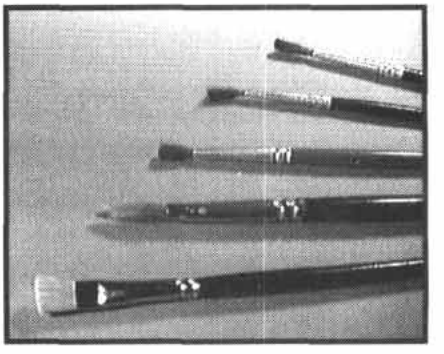
The one main rule is to never, ever use gloss varnish as a final top coat. While it provides excellent protection for your model, its shiny appearance totally removes the illusion of scale, turning your carefully built replica into just another toy. If you are really concerned about having a neat, clean finish, use semi-gloss (also known as "eggshell") instead. The best finish for military models is flat. The team here uses Krylon's "Mat" spray varnish for all our models.

Let the final coat of paint dry thoroughly before applying the varnish. About three days should be enough, provided the model is in a well-ventilated place. A week is a good bet. By applying thin coats of varnish and letting it dry completely, the varnish will come out flat. Heavier coats and/or reduced drying time between coats will yield a more glossy appearance. If you are applying the varnish with a brush, use a large size — 5 or more — and dedicate it **exclusively** to varnishing.

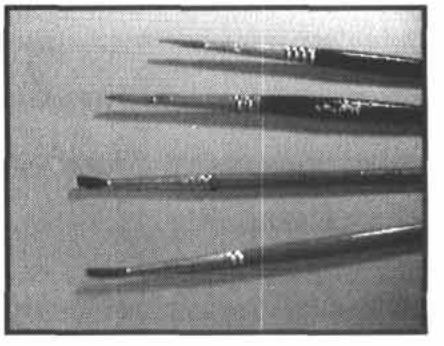
Next issue: basic assembly and glue types.



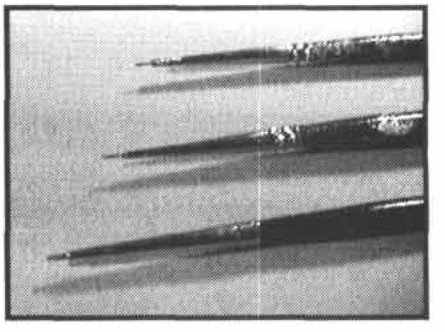
A selection of synthetic hair brushes. These can not be recommended other than for drybrushing. Never use them with enamels.



Large-sized brushes (5 and greater). Used for general painting and drybrushing.



Medium-sized brushes (1 to 4). Good for painting smaller surfaces.



Fine-pointed brushes (0 to 10/0). These are best for the painting of small details.

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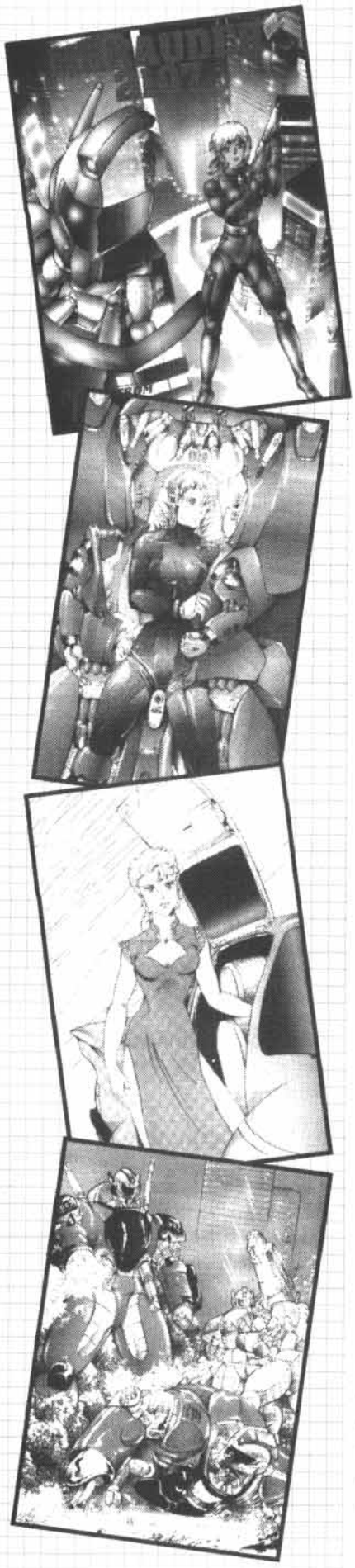

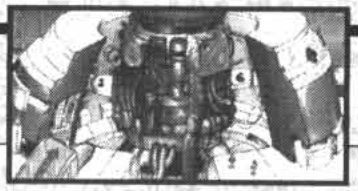

MARAUDER 2107

Marauder 2107 is the first offering by the newly-formed Maelstrom Hobbies of Concord, California. The game, billed as an anime/manga inspired sci-fi roleplaying game, is a 128-page book which comes complete with background and rules.

The cover is definitely anime-like in appearance. On a futuristic city-scape background stands a girl holding a gun, Masamune Shirow's style. To her left is the head of a Marauder, the police powersuit which gave its name to the game.

The book is divided in three main sections: an historical overview, the character generation and combat rules, and finally a section on gamemastering and adventure building, with a short introductory scenario ("Sniper"). The background is reminiscent of the work of Shirow (which seems to have a strong influence on the Maelstrom team) and other Japanese authors who locate their works in post-apocalyptic backgrounds.

The rules themselves constitute about two-thirds of the book. They are very complete and detailed, with sections on character generation, equipment and cybernetics. The actual game mechanics are slightly cumbersome, though, and require many die rolls and chart references. The die of choice is the well-known d20.

The illustrations range from fair to very good. Although the game was heavily-inspired by Japanese anime and manga, only about a third of the images are drawn in that style. The remaining two-thirds are rendered in a more American, "cyberpunk" style. Some illustrations are also graphically violent, with gorish details.

According to Maelstrom, several supplements are in the works. They should cover the numerous topics which are introduced but not examined in the rulebook, the Breeders (a strange reptile-like race) for example. One of these supplements will introduce more Marauders, a good thing since only one model is presented in the book — which is strange, since the game itself is named after that machine!

All in all, **Marauder 2107** is a welcome newcomer to the world of science-fiction roleplaying. It is now up to Maelstrom Hobbies to develop this universe further.

Marc A. Vezina

The Good: the game has a fresh look and a slick "Appleseed"-style setting. The point-based character generation system was welcome, as was the accurate and complete skill system.

The Less Good: the background covers a lot, but seems very rigid. The Breeder source material was much too vague, and it is only in sidenotes that one finds out that not all breeders are humanoid. Also, are all the Newlords bad? Are they "shoot-first, ask later" types? What is Pacifica's relations with the rest of the world?

There was no vehicle generation system, and no rules on how to determine the toughness of an item (be it car, tank, or other objects). There are also no flying vehicles — have no planes or helicopters survived the crisis? The Marauder rules are vague, and only one type is available.

The combat rules took two or three read-throughs to become clear, and are slightly confused and hard to read.

Summary: Marauder 2107 is a good game if you tailor the background and design your own "best guess" vehicles to suit your own purposes. As it is, however, I can only marginally recommend it. The game has potential, but it needs work. Perhaps with more source material out it will become truly interesting.

Richard Holman

Raymond P Campiglia (Order - 33161648)

THE SECRET ORGANIZATION CAMPAIGN

By Richard Holman

Many adventures for mecha-oriented gaming involve an attempt by an evil secret organization to enslave all of Mankind and rule the world. Japanese animation is full of such groups, and the brave heroes with fearsome forelocks and powerful war machines that combat those efforts. It is easy to create such an evil for your campaign. It is also quite fun to battle the hordes of invaders every week.

For the sake of simplicity, the planet will be the Earth of today or the very near future. This makes creating the background and the sets easier. You could use your home town, a famous city, or any other place the players can easily picture. The familiar setting lends a sense of power to the players as they know what is around the next corner. It is not limited though by any means, other planets and galaxies are also possible settings.

THE EVIL ORGANIZATION

The first step is to create the evil organization itself. It should be hidden in the shadows, conducting business behind the scenes. It probably has extensive fronts to hide its activities: banks for finance, factories to construct the evil mecha and criminal connections to recruit faceless minions.

Most secret organizations have similar personnel, the most common of which is the faceless minion. The minion is the thug who gets blown away left and right, but there seems to be an endless supply of them. They usually dress in either black fatigues, ninja suits or brightly colored spandex. Depending on the level of realism you choose, dress them accordingly.

The next level is the agent, or "boss". Like the minions, the boss will wear an armored outfit to hide his identity. The boss' armor is usually a little more ornate, an elaborate uniform designed to intimidate as well as indicate how big his ego is. The boss' equipment can be quite stylized, from a horned helmet to a gold plated sword. This again can be varied by the level of realism you want in your campaign.

The last character to create is the ruthless leader. He was powerful enough to gather the men and machines to create his evil forces. This is the ultimate bad guy. Give him the best equipment, the latest supermecha, and if you use psionics, he has the most powers and the points to use them. The leader will have the pure vision of the organization's goals. Ruthless leaders will not hesitate to punish failure with death.

WHAT DOES IT DO

While all evil organizations have similar troop types, they have different motivations and methods of operation. This will be dictated by their leader and their resources. This is the next step: choosing why your evil forces do what they do. Below are some examples of different types of organizations, and the shows that represent them.

Paramilitary

This organization uses well equipped armies with the best weapons available. They have a rigid command structure and rank system. Their goal is global domination through military strength. Many Nazi-like organizations will be paramilitary.

This type will prefer hard hitting commando tactics to direct warfare. They will often use many conventional units to support a single powerful mecha. This is usually because their budget isn't particularly large, and the commanders are never happy if this week's prototype fails.

Examples: Decooga *from* ***GoShogun***, *or* Cobra *from* ***G.I. Joe***.

Terrorists

These use weapons of mass destruction on civilian targets. The threat of death panics the masses and creates the chaos that will allow them to weaken the defenses of the good guys. They hope the civilians of the world will bow to them in fear.

Terrorists usually have mecha at their disposal as well as fairly powerful conventional weapons. Their units carry more firepower per mecha than most, due to their limited mass construction resources. They pack the weapons they have into fewer powerful machines rather than many average ones.

Examples: HauDragon *from* ***Zeorymer***, *or* **Big Fire** *from Giant Robo*.

Alien or Supernatural

These are based around dark, sinister forces from beyond our world. The rank and file troops may or may not know that aliens or supernatural entities are supplying their battle gear. The "true" power may or may not act directly in the organization's bid to rule the world. Aliens may be more than able to produce mecha for their minions. The demons may rely on techno-organics and psionic weapons.

Examples: Black General *from* ***Mazinger Z***, *or* Cthulhu Army *from* ***Iczer One***.

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Corporate

Corporations can run secret bids to rule the world. Some of the more unscrupulous organizations may reap the benefits of supplying both sides with weapons (remember Anaheim from **Gundam**?). Huge multinational megacorps can access technology and resources from their own subsidiaries. Greed is the usual motivation for a corporate world takeover attempt. Some of the leaders may be under the mistaken impression that they are doing what is right for the world!

Examples: GENOM Corp. *from* ***Bubblegum Crisis****, or* Chronos *from* ***Guyver****.*

EQUIPMENT

Now that you know who is running the show, and what motivates them, the next step is to equip the organization. The most important single piece of equipment is the secret base. In fact, it is so important the good guys usually have one too!

A good secret base gives the bad guys somewhere to hide, regroup, and build the advanced weapons for next week's episode. It should be hidden from prying eyes, both human and electronic. A dormant volcano, the ocean floor, in high orbit, or on the dark side of the Moon, the base must be well removed from places the good guys could easily investigate. If the evil organization is alien or supernatural, the base might be in deep space or in another dimension.

Space-based headquarters will require a way to get troops to Earth without being detected by satellites and spacecraft. This could be electronic masking, or perhaps some form of teleporter. Ground-based headquarters should be camouflaged and protected from electronic probing.

Underwater bases are usually the easiest to conceal. Mecha can surface hundreds of miles from the base, and unless a satellite was looking directly at the base when the mecha was launched, it could go unnoticed for years.

Bases need not be static, and a mobile base could make for some interesting situations. It always moves, so it is impossible to triangulate its position. A huge starship-scale transformer would make the final battle a grand showdown. Even a flying battleship is a formidable opponent.

Next come the mecha. If you have a large, well funded organizations you will need balanced mecha. Try to follow some basic tactics, missile units to cover the soldiers' advance, or hand-to-hand specialists to keep the good guys busy while the snipers take them out.

If your organization is less well off and must rely on a wonder weapon, throw a 100-ton fortress at them and cross your fingers. The evil mecha should be just able to defeat the players in a smart fight (not just hack and slash!), but not be completely impervious to their weaponry.

To add a touch of reality to the campaign, convincingly name the mecha. A space Nazi might fly a "Messerschmidt" while a religious fanatic might pilot a "Temple". Mecha types should be clearly defined.

EVIL PLOTS

The last step in creating the bad guys is to come up with a few good plots to take over the world. At first, it should be fairly simple, just to get your players used to the idea that a secret world war is happening. After a while, the players will begin to suspect that everything has something to do with the evil organization.

A little paranoia is good.

THE GOOD GUYS

Design the characters as you normally would. The Gamemaster may allow the use of psionics in his campaign. There are no change to the skills or Life Path ("Parents killed in war" would simply means the organization got them, and so on).

The players could be any type of person who, for one reason or the other, has become involved in the secret invasion. They are now piloting mecha against evil forces bent on conquering the world. This could be better than what they did before, or be a real problem in their life. For example, a fashion photographer may have been on a shoot when the organization attacked. He escapes being killed only to be told by the military that he knows too much and can either join the fight or... disappear quietly.

The players will usually be part of a super scientific defense force, that may or may not also be a secret organization. Usually it will be good, but what if the players were mere pawns of another evil organization? They may work for a secret mecha army or they might be freelance agents for a small secret band.

The defense force should have a secret base, just like the evil one, if for no better reason than to have a place to stash the mecha. One big reason for being in the defense force is for support and supplies: have you ever tried buying heat-seeking missiles at your local K-Mart?

Regardless of size, the players should have top-of-the-line mecha. If they are part of a larger army, theirs should be the best machines, while NPCs pilot the cheap standard models and need to be rescued a lot. The Player Characters should be just evenly matched with the bad guys, and should not always be guaranteed to win. The players will have to think it through to win.

CONCLUSION

The mood is all important in an evil organization campaign. For the most part, the people will be fairly black and white, bad and good. This makes the occasional grey character really stand out (look at Leonardo Bandolini from **GoShogun**). The players should be the champions of freedom, ready to take on the forces of evil with just their good looks. At least, that's how they should appear on the surface — the deeper feelings will come out, but more subtly, in the campaign.

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SD JOVIAN CHRONICLES

by Marc A. Vézina

The world of the *Jovian Chronicles* is similar in feel to the forebear of all serious mecha animation, *Mobile Suit Gundam*. It was only natural that a Super-Deformed version of the Chronicles should appear sooner or later.

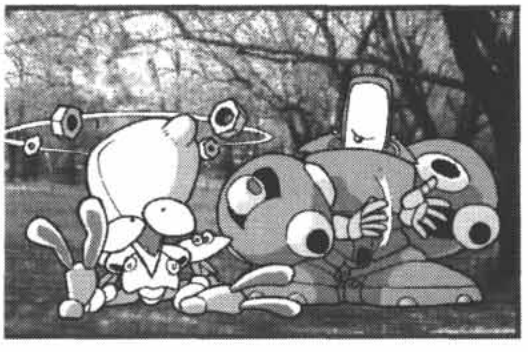
Fortunately, Steve Jackson Games published rules for playing mecha in its wacky cartoon game *Toons* in the *Tooniversal Tour Guide* sourcebook. It was a simple matter to adapt and spoof the Jovian characters and machines to produce this Super-Deformed feature. Enjoy!

The Characters

Any **Jovian Chronicles** character can be transfered to the Super-Deformed world. It does not matter whether or not the conversion to **Toons** stats is accurate — even the best JC characters will likely get bonked and wacked around more than a few times!

Players should use the *Strife Path* (page 109 of the **Tooniversal Tour Guide**) to generate some background and personality for their characters. Don't forget, the crazier the better!

All transferred characters will find themselves compressed and reduced to a walking caricature of their "normal" selves. They now have short, stubby legs, big eyes that can cry rivers, and a mouth that can strech to an impossible size — come to think of it, this applies to the rest of the body as well!



The Exo-armors

All exo-armors in SDJC have a definite personality, even though they are machines used for war (well, the comic mayhem that passes as war in the SD world). Unlike their more serious counterparts, the SD exos stands barely higher than the character piloting them — just enough, in fact, so that the character can squeeze in the cockpit. Some SD exo-armors have been known to be ticklish, though...

The personality of the pilot and the one of the exo-armor do not have to be along the same lines. There is nothing more entertaining than a heated argument between a pilot and his exo-armor while the shaving cream missiles are wizzing around!

New pieces of equipment

The following are some new toys for your exo-armors to play with. Why be satisfied with the old Cream Gun and Anvil Missiles when you can have a Tickling Lance?

Tickling Lance: a small handle which looks like a flashlight. When activated, a slim pole with a feather at the end extends out. The exo-armor can then tickle its opponent and make him laugh until he either gets boggled or falls down, whichever come first. Also works on characters, of course. Damage: 2D per turn.

Mega-Tickler: a larger version of the Tickling Lance, this one can extend much further away. It can shoot the feathers like bullets, and can also split in three to tickle three opponents at the same time! Damage: 3D per turn.

Multi-bee Launcher: this is a large box which resembles a missile launcher, but which actually launches an angry swarm of bees! Unfortunately, the bees are not too bright and attack the launching exo one in three times (1-2 on a d6). Damage: 8D per attack, and when the target next reappears he/she/it is covered in bulging sting marks for one turn.

LZ-Boy Cockpit: instead of being stuffed into the cockpit cavity of the exo, the pilot sits in a confortable LZ-Boy plush chair that retracts inside the torso of the exo. It is very confortable — maybe too much. Pilots have been known to fall asleep in these!...

Adventure Seeds

There are many adventures possible in the SD Jovian world. Since nobody can die, everyone is always up to some screwball antic somewhere. Here are a few ideas:

- The Christmas Party: it's Christmas, and the gang get together to celebrate and exchange gifts and good wishes. Problem is, Santa's exo-sled broke down on an asteroid, and now the characters won't get their presents in time!

- The Beach Party: everyone's at the beach for a nice day of fun and tanning. Wyverns are using helpless Syreens as kites, while Pathfinders play volleyball. Prometheus is working on his tan, and Dragonstriker is surfing using his booster as a board. Everything's fine, when suddenly... Da, duhm; Da, dudm, daduhm, daduhmdaduhm...

- A Night at the Opera: a big concert is coming up at the Station, but you don't have any tickets! How will you get past the Vindicators acting as doormen — err, make that door-exo-armors?

CREDIT WHERE CREDIT IS DUE

In all fairness, additional credits for this article should be given to Richard Holman. Richard, a long-time reader/contributor to MP, proposed a Super-Deformed article a while ago (you just might see it in a future issue). He helped spark the idea of SD Jovian. Thanks Richard!

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PATHFINDER / RETALIATOR

The Pathfinders and Retaliators are the mass-produced exo-armors of the Jovian Confederation. They all have a child-like, hyperactive attitude to the world and they cannot stand in place for more than a few seconds. They are very curious and inquisitive, which never fails to land them in trouble.

Muscle: 6 **Zip:** 4 **Smarts:** 3 **Chutzpah:** 6

Movement: Walk, Flight, Rocket

Sensor pack: Telescopic Vision, Radar Sense

Computer systems: None

Accessories: None

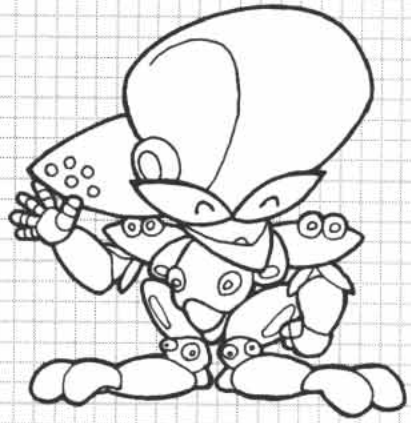
Armor:

Head: 5
Body: 15
Left Arm: 10 **Right Arm:** 10
Left Leg: 10 **Right Leg:** 10

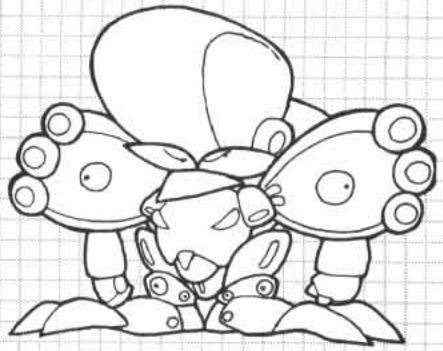
Weapons:

Name	Damage Dice	Location
Cream Gun	3D	RA
Anvil Missiles (2 to 4)	2D	LA
Tickling Lance (2)	2D*	Body

*See *New Equipment*



VINDICATOR



The Vindicators are the "big brother" exo-armors of SDJovian. They are serious and responsible as well as very strong. Of course, this makes them a bit boring and the butt of many jokes, but don't let them catch you in the act...

Muscle: 7 **Zip:** 4 **Smarts:** 5 **Chutzpah:** 3

Movement: Walk, Flight, Rocket

Sensor pack: Telescopic Vision

Computer systems: None

Accessories: None

Armor:

Head: 5
Body: 20
Left Arm: 10 **Right Arm:** 10
Left Leg: 15 **Right Leg:** 15

Weapons:

Name	Damage Dice	Location
Cream Gun	3D	RA
Anvil Missiles (6)	2D	3LA, 3RA
Suction-Cup Rockets	1D	LL, RL
Tickling Lance (2)	2D*	Body

*See *New Equipment*

PROMETHEUS

Prometheus is a one-of-a-kind machine, and (unfortunately) he knows it. He's very vain and he likes to show off, which most often means a good whack behind the head and a Fall. Prometheus can use what is called the Hyper-Mega-Armor. He looks pretty stupid while wearing it, but it does add a few perks. He always laughs maniacally while donning it, with a thunderstorm in the background and ominous organ music.

Muscle: 6 **Zip:** 6 **Smarts:** 3 **Chutzpah:** 5

Movement: Walk, Flight, Rocket

Sensor pack: Telescopic Vision

Computer systems: Targeting Computer

Accessories: LZ-Boy Cockpit, Stereo System, Hyper-Mega-Armor

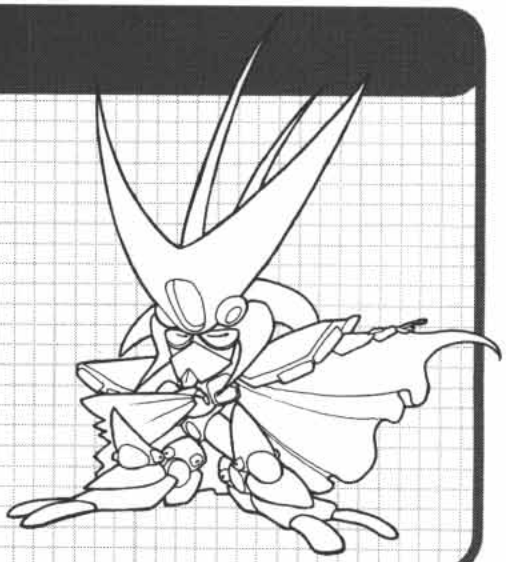
Armor:

Head: 10
Body: 25
Left Arm: 15 **Right Arm:** 15
Left Leg: 20 **Right Leg:** 20

Weapons:

Name	Damage Dice	Location
Cream Gun	3D	RA
Mega-Tickler (2)	3D*	RA, LA
Hyper-Mega-Armor adds:		
Armor	+10 Armor	All
Mega Cream Launcher (2)	5D	RA, LA
Multi-Bee Launcher	8D*	Body

*See *New Equipment*



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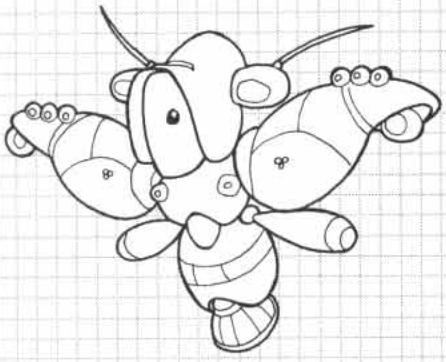
SYREEN



Syreens are often on the receiving end of many jokes because they are... well, not too bright. Okay, they're downright dense, but that's beside the point. They don't have any legs, so they hop around on their booster unit.

Muscle: 6 **Zip:** 4 **Smarts:** 1 **Chutzpah:** 2
Movement: Walk (oops, Hop), Flight, Rocket
Sensor pack: None
Computer systems: None
Accessories: None

Armor:
Head: 5
Body: 15
Left Arm: 10 **Right Arm:** 10
Booster Unit: 10

Weapons:

Name	Damage Dice	Location
Anvil Missiles (4)	2D	RA, LA
Cream Pie Missiles (6)	1D	RA, LA
Multi-Laser Disco Strobe	3D	Body

WYVERN

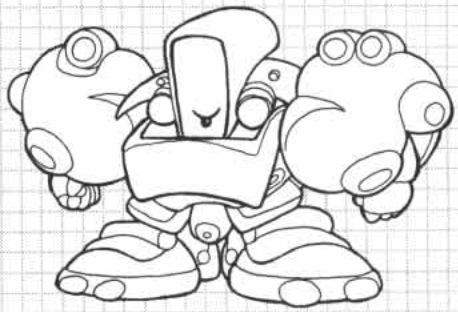
Wyverns are SD Jovian's bullies. They are not too bright, and they tend to move in packs of two or three—so closely, in fact, that if one Falls Down he's likely to take one of his buddies down with him. Wyverns love jalapeno-flavored jellybeans (go figure why).

Muscle: 6 **Zip:** 4 **Smarts:** 2 **Chutzpah:** 3
Movement: Walk, Flight, Rocket
Sensor pack: Detect Jalapeno-flavored Jellybeans
Computer systems: None
Accessories: "I'm Bad" button

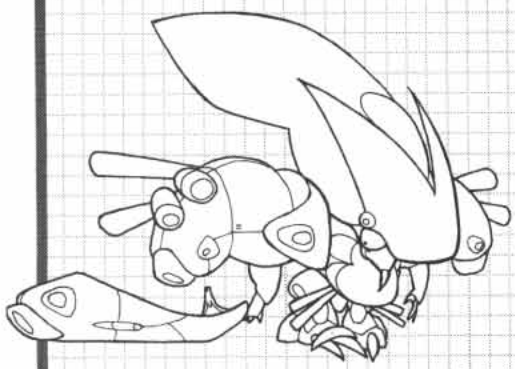
Armor:
Head: 10
Body: 20
Left Arm: 15 **Right Arm:** 15
Left Leg: 15 **Right Leg:** 15

Weapons:

Name	Damage Dice	Location
Bowling Ball Cannon	4D	RA
Jellybean Cannon	1D	Head
Anvil Missile (2)	2D	LA



DRAGONSTRIKER



Dragonstriker is, like Prometheus, a prototype exo-armor. He is very big and powerfully built, but is also very shy. He always drags his booster unit behind him like a blanket because he can't walk if he puts it on.

Muscle: 8 **Zip:** 5 **Smarts:** 3 **Chutzpah:** 2
Movement: Walk, Flight, Rocket
Sensor pack: Telescopic Vision
Computer systems: Autopilot
Accessories: LZ Boy Cockpit, Stereo System

Armor:
Head: 25
Body: 45
Left Arm: 30 **Right Arm:** 30
Left Leg: 35 **Right Leg:** 35

Weapons:

Name	Damage Dice	Location
Mega-Cream Launchers	6D	Booster
Peppermint Cannons	3D	Body
Maximum Boggle Missiles (4)	20D	2RA, 2LA
Zapper Rays	1D	RA, LA

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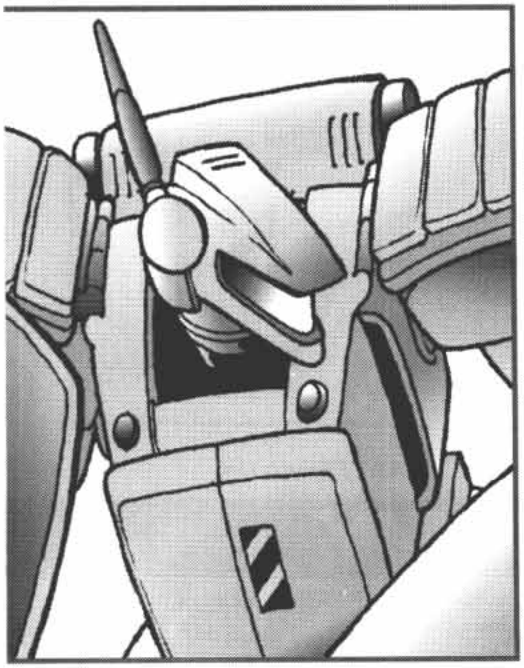
Raymond P Campiglia (Order 33181643)

REVISED PLAY SEQUENCE FOR MECHA!®

By the SSG staff

In our first edition *Mecha!* rules, each side rolls for initiative. Every mecha on the side with initative is allowed to restore action points (AP), fire missiles, move, attack, etc. The side that loses initiative can only do defensive actions. On the next initiative roll, the same side might win again, compounding the defender's plight.

This system has several advantages. It's fast, it gives a "we-are-a-team" feel to combat, and it adds tension because you never know when your next turn will come. Unfortunately, it also has a tendency to unbalance an otherwise well-balanced game. In order to correct this, as well as to allow more fluid (and thus more chaotic) combat sequences, we've developed a revised play sequence for *Mecha!*.



This sequence, which is also used in our new game, *Combat!*, allows any number of opposing forces to interact fluidly based on that mecha's abilities, rather than on a mere die roll.

THE REACTION STACK

Many games are set up so that one side moves all its mecha and then the other side responds. Instead, **Mecha!** and **Combat!** now use a reaction stack to ensure that slow mecha move fairly predictably, while faster mecha can snap off shots, zip to the side to avoid damage, or move in quickly on an opponent.

The reaction stack is a pile of your side's mecha specs, set up according to the highest distance limit of each mecha. The side's Specs are stacked from slowest (on top) to fastest (on bottom). Transforming mecha use their fastest movement ability because they are capable of changing to that fastest form once during each turn and their reaction speed is based on what they can do rather than what movement form they are currently using.

A mecha's highest distance limit is also called its reaction moment.

If play were to progress with no unexpected movement, then a mecha's moment is the place in the stack when that mecha normally moves. However, there are many ways for the stack to get shuffled around.

There are three ways each mecha can take its normal actions each turn. A mecha may decide on one of the following options each turn:

1) To go on the mecha's normal reaction moment;
2) To preempt a mecha with a lower or equal reaction moment;
3) To go to the top of the stack;

These options are described below.

USING THE REACTION STACK

Play proceeds with the slowest mecha on the table moving first. The various sides compare the slowest (top-most) mecha in each of their stacks, and the mecha with the slowest movement now takes its reaction moment. Action points are renewed to the mecha's full system integrity at the start of its reaction moment, regardless of whether it is a preempt, top of the stack, or normal reaction moment.

Once a mecha's reaction moment occurs, it may do any or all of the following in any order desired:

1) Fire missiles;
2) Either fire ranged attacks or perform melee attacks — not both on the same reaction moment.
3) Move up to the mecha's full distance limit. This may be done in segments with the above options interspersed, if desired. For example, a mecha may move, fire weapons, move further, fire missiles, move again, and fire other weapons, as long as the total distance moved doesn't exceed the mecha's distance limit and the "attacks per crewmember" limit isn't violated.

There is no particular order that attacks must be made during the mecha's reaction moment; however, a preempting mecha may not move after attacking.

Once the mecha finishes its reaction moment, the mecha's Spec is flipped over and put to the side; it may now only make defensive actions until its next reaction moment.

Thereafter, players compare the next Specs on their stacks and the slowest of those now performs its reaction moment. If two mecha have the same reaction moment, then the players each roll 1d10 and the highest roller decides who moves first.

Once all mecha in all stacks have completed their moments, one turn of play is complete and all Specs are restacked for the next turn.

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THE PREEMPT

Any faster mecha may preempt a mecha with the same or lower reaction moment as itself and take its reaction moment at that time instead. This way, quick mecha can react to changing battlefield situations.

When You Can Preempt

A mecha may preempt another mecha if:

1) The preempting mecha is faster than the target or has the same reaction moment as the target. If the two mecha involved have the same reaction moment, then each player rolls 1d10. If the preempting player rolls higher, then the preempt occurs. Ties are rerolled.
2) The preempting mecha must have line of sight on the target being preempted at the instant the preempt is to occur.
3) The preempting mecha has not yet taken its action this turn and has not previously declared a preempt attempt this turn.

Note that a mecha can preempt a target any time in that target's actions except during the time from when "to hit" dice are rolled until damage is resolved. Mecha may preempt a target after attacks are declared, but not after dice are rolled. Preempts may occur between attacks from multiple-attack capable mecha.

The following rules detail other effects of preempting:

1) Even if a mecha successfully preempts a slower target, it may suddenly find itself preempted by a still faster mecha. It's possible that a chain of preemptions can occur, but long chains are uncommon. When this does occur, resolve all reaction moments from fastest to slowest.
2) If a preempting mecha and target have the same reaction moment, and the preempting mecha fails the d10 vs. d10 roll, that mecha has commited itself to action and must take its full reaction moment immediately after the target mecha finishes it moment.
3) Since a preempt is a hasty reaction to unexpected battlefield conditions, the preempting mecha has limited actions. Once a preempting mecha has attacked, it can move no further on that reaction moment. The exception to this is a mecha that is out of control/crashing. Thus, all attacks made by a preempting mecha must be made at the same firing position.
4) A mecha may preempt a friendly mecha, as long as all other conditions are met (line of sight, higher or tied reaction moment, etc.)

The Top of the Stack

At the start of each turn, any mecha may move its reaction moment to the top of the stack. This simulates the fact that the mecha aren't waiting for battlefield situations to occur, but are moving along on a set plan as quickly as possible. This may only occur if announced at the start of a turn before any mecha has begun a reaction moment. If more than one mecha announces its intent to go to the top of the stack, the fastest mecha moves first. Any ties are rolled off; the highest roll decides which mecha moves first.

Mecha at the top of the stack may still be preempted by faster mecha.

Defensive Options

The use of defensive options (force defenses, dodge, shield block, and defensive missile fire), do not require the defending mecha to preempt. These options may be performed outside of the mecha's normal reaction moment.

Force Defenses

Force defenses raised on a previous reaction moment have drained the energy allotted them by the start of the mecha's next reaction moment. Therefore, they must be repowered with new action points if the protection is still desired. Force defenses may still be raised as a defensive option in response to attacks from other mecha.

TURN ALLOCATIONS

Each mecha has a number of 60° turns it can make on a single reaction moment.

Humanoid:	4
Surface:	2
Aerospace:	3

If a mecha is super-maneuverable, add +2 turn allocations to the above total. Although a mecha rarely needs more than three turn allocations on a reaction moment, it can be crucial when looping in behind opponents or when trying to turn to face (see below).

MISSILES

Since mecha missiles have sophisticated target locking mechanisms, they are able to home in on a target at long range. Fortunately for their targets, this "lock" is detectable and allows a split-second for some quick decisions.

Missile fire is handled this way:

1) The attacker announces that missiles will be fired and announces all targets to be fired at. The attacker then writes down how many missiles will be fired at the targets.
2) The targets then have the option to:
   a) Fire defensive missiles as described in **Mecha!**, or;
   b) Preempt and try to get out of the attacker's firing arc, or get to full or partial cover. (Of course, the target must be as fast or faster than the attacker in order to preempt.)

If the target attempts to preempt and doesn't escape the attacker's firing arc, then the missiles are launched and roll to hit, but no defensive missile or defensive

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ranged fire is possible. However, the target may still dodge.

If the target does get out of the attacker's firing arc, or gets to full cover, then the missile lock is lost before the missiles are launched and the attacker does not fire the missiles and does not pay the action point cost for so doing. However, the attempt to lock missiles does constitute an attempted missile attack and that crewmember may not announce new targets on that reaction moment.

TURNING TO FACE

Because the missile lock gives a target that extra moment of warning, any mecha being attacked with missiles from its rear 120° arc may turn to face its attacker as long as the defender has sufficient turn allocations remaining to turn that far and as long as it can pay a cost of one action point for the movement. If these conditions can be met, the mecha may be repositioned to any facing as long as the attacker launching missiles is somewhere within the defender's new front firing arc.

This maneuver is only allowed for missile fire; not for ranged attacks or hand-to-hand attacks.

DEATHWIND

This maneuver may still be countered by the standard options of defensive fire or preempt.

However, because deathwind missiles are fired en masse without activating targeting mechanisms, mecha may not turn to face deathwinds coming from their rear 120° arc.

GAME SET-UP

Mecha are moved onto the table in reaction stack order, with each mecha taking its full reaction moment as it comes onto the table. As usual, mecha may go to the top of the stack if they so desire.

As each mecha is placed, the controlling player must announce:

- The mecha's name
- Its class and point value
- Its reaction moment
- Current configuration
- All activated force defenses

Reserve Mecha

Mecha may be held in reserve for later in the game. These mecha are kept off the table until needed. However, since most mecha can be seen before they appear at the battlefield edge, the following procedure is followed when bringing in reserve mecha:

1) Announce that reserve mecha are entering combat before any "top of the stack" announcements are made on a turn.
2) Place the incoming mecha's Spec at any point on a friendly table edge.
3) The mecha enters the game on its reaction moment only. It may not preempt or go to the top of the stack on its entry turn.
4) The Spec placed earlier is used as the approximate entry position of the mecha. The mecha may enter from the table edge anywhere within 5" of the center of the Spec.
5) All normal announcements made during game set-up are made when the mecha begins its reaction moment.

PLAYTESTERS!

WE NEED YOU!

Seventh Street Games needs playtesters for these and other rules changes for the next edition of **Mecha!**.

Those who wish to participate must own a copy of **Mecha!** and a supply of Battlepoles! Playtesters are given a 50% discount on **Mecha!**, **Spirit Warrior Empire**, Spirit Warrior models, and Battlepoles, in order to facilitate your efforts. You will also be sent new material as it is developed.

We listen to our customers and playtesters — your input will change our upcoming games. We can be reached though email at bcarlson@netcom.com, or through the post office at:

Seventh Street Games, P.O. Box 720791, San Jose, CA 95172-0791.

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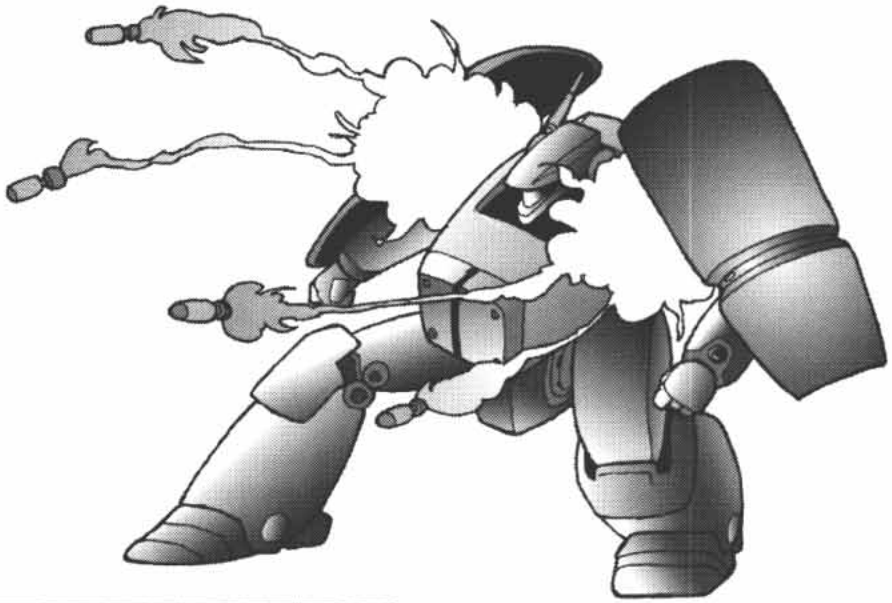

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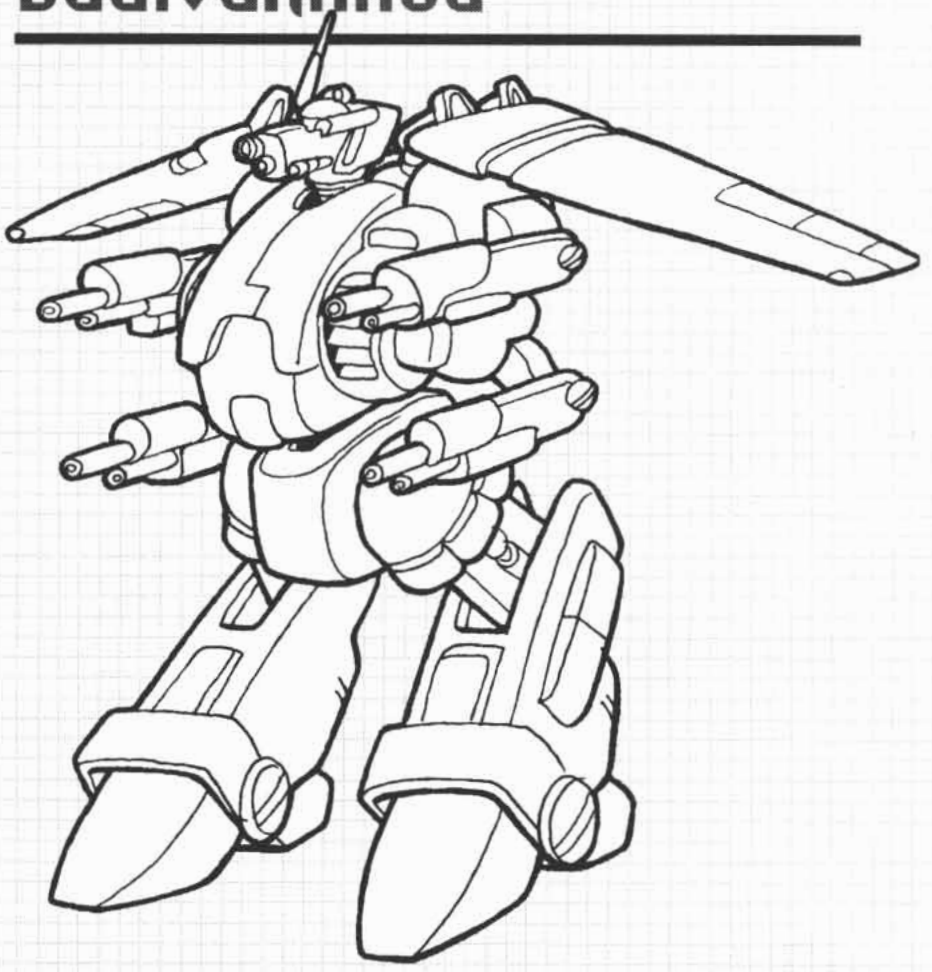
FEATURED MECHA

by the SSG staff

EMCM-11D
DELIVERANCE



The Nightmare Esquadrille embodies the French passion for pomp and grandeur. It also happens to be one of the crack units of the EMC forces. Blooded in the Diplomacy Wars, the NE outstripped even the famed Patriot division of the U.S.A. in success rates and valor under fire.

NE strike teams are now commonly stationed at the Lagrange Battle Platforms and do long-range scouting and patrol duty in the asteroid belt.

The Deliverance-class mecha is used in NE strike teams as a rapid-firing attack platform. Its cybernetic controls effectively double the abilities of the crew, making the two men as efficient and resilient as four. The mecha's defensive capacities are sparse and it is somewhat slow to move, but its weaponry will whittle away its opponents and can be fearsome at close range. The Deliverance class mecha has a reputation for being a "salvage-maker" as its opponents are typically chopped to pieces rather than detonated.

VEHICLE NAME: DELIVERANCE
Turns: 4
Class: Super-Heavy
Point Value: 600

System Integrity:
Regular Armor:
Heavy Armor:
Force Screen: Y
Shield: N
Force Shield: N
Number of crew: 4

	Hum	Sur	Aero	AP ratio
Gr	15			1" / AP
Sk				-
Fl	15			6" / AP

WEAPONS / BATTERIES:

	Description	Damage	Range	ROF	# in Battery
W1	Hyper Cannon	3D6	30"	1	-
W2	Hyper Cannon	3D6	30"	1	-
W3	Hyper Cannon	3D6	30"	1	-
W4	Hyper Cannon	3D6	30"	1	-
W5	-	-	-	-	-

Hand Weapon: N
Hand-to-Hand Options:
Energy Weapon: N
C D

MISSILES:
# of missiles

Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of pods
10
# of smoke pods

Hull Configuration: Humanoid

Other Abilities
Homing Pod
Auxiliary Controls

AMMUNITION RECORD SHEET
(Mecha Press Special Rules)

HEAVY MISSILES
#1
#2
#3
#4

Bazooka: N

Grenades: N

Booster Unit: N
Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of Pods: -

EMP MISSILES
Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of Pods: -

Raymond P Campiglia (Order # 3316148)

BATTLETECH: MORE POWER

By Stéphane I. Matis

•• BEGIN VOICE•OVER

THIS IS CNN

COMSTAR NEWS NETWORK

Welcome to Technology Corner, I'm Miles O'Brian.

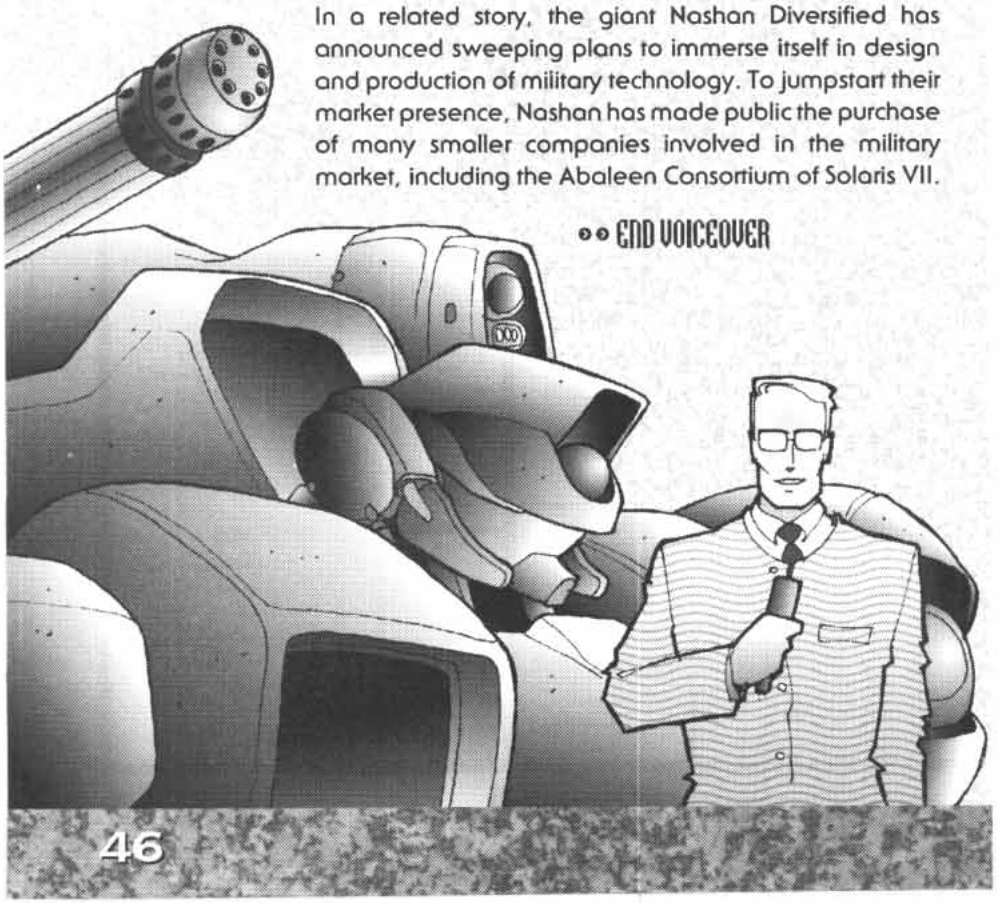
Earlier this week, Lithium-Fusion Engines were introduced to the public for the first time and they were quickly hailed as a technological breakthrough.

The Lithium-Fusion Engine is the brainchild of GenLogic, a St-Ives Compact think tank. The design is a by-product of work carried out on contract for the Federated Commonwealth's Fox Class Corvette and the Draconis Combine's Kyushu Class Frigate. GenLogic distinguished themselves by designing the critical Lithium-Fusion adapters for both WarShips.

The engine combines the best qualities of Lithium-Fusion batteries and fusion engines. The technology has been licensed to Earthwerks Incorporated of Keystone, Free Worlds League, Independence Weaponry of Quentin, Draconis Combine, HildCo Interplanetary of St. Ives, St. Ives Compact and Abaleen Consortium of Solaris VII now part of the Lyran Alliance.

In a related story, the giant Nashan Diversified has announced sweeping plans to immerse itself in design and production of military technology. To jumpstart their market presence, Nashan has made public the purchase of many smaller companies involved in the military market, including the Abaleen Consortium of Solaris VII.

•• END VOICEOVER



LITHIUM-FUSION BATTERIES

Lithium-Fusion batteries are the pinnacle of energy storage technology. They are imbued with many desirable qualities: fast charge, smooth and rapid discharge, low weight. Lithium-Fusion (LF) technology would have become a household standard during the Star League era had it not found a powerful military application. Connected to a JumpShips core, a large bank of LF batteries could store an additional jump charge at negligible cost in weight, enabling the ship to jump twice before recharging. This single tactical advantage forced the technology onto the Cameron Black List, barring forever its civilian use.

Because of military secrecy surrounding LF batteries and the requirement of secure zero-g robotic factories, only a few Terran companies were allowed to produce them under military contracts. The Star League Navy's unconditional purchase of all stock left little chance for new developments until the Successor States recovered the knowledge in 3030. Unfortunately, high demand for LF batteries has lead to price gouging, an effective obstacle to their widespread use.

In 3057, Lithium-Fusion technology is understood well enough to be taught in Universities, where sample units can be manufactured in shuttle experiments. This grass roots availability has lead to much experimentation, like its inclusion in the expert sentry robot contest at NAIS.

On the flip side, most corporate production is funneled into lucrative sales for JumpShip refits and WarShip design. Some companies are holding back samples for their own research into yield and packaging but only a few have taken the uncharted path toward new and innovative applications.

LITHIUM-FUSION ENGINE

The conservative BattleMech design concepts state that a 'Mech will redline its power requirements 80% of the time. To compensate, designers have always cho-

Raymond P Campiglio (Order # 33131643)

AVAILABILITY

Draconis Combine
Free Worlds League
Lyran Alliance
St. Ives Compact

Availability for the LF engine and replacement LF units is 12+ unless modified in a Mechwarrior II campaign setting by the Gamemaster.

MANUFACTURERS

Draconis Combine:
Independence Weaponry, Quentin

Free Worlds League:
Earthwerks Incorporated, Keystone

Lyran Alliance:
Abaleen Consortium, Solaris VII

St. Ives Compact:
HildCo Interplanetary

COST

LF Engine	(5,000 x Rating x Tonnage)/75 + 2,800,000 (200,000 per LF battery)

COMBAT VALUE

LF Engine Tonnage of 'Mech x 9

OPERATION GAME REPAIR COST

Repair Costs	Engine Shielding (LF)
Minor Damage	ER/20
Major Damage	ER/5
Destroyed	ER*5

sen to build 'Mechs with larger and heavier fusion engines, insuring ample power at all times. When weight is at a premium, designers use XL engines built with a larger but lightweight super-compound shielding. A third alternative now exist: the Lithium-Fusion Engine.

A Lithium-Fusion Engine is an efficient cross-breed design between a traditional BattleMech fusion engine and LF batteries. The batteries provide the extra power required when firing weapons or engaging in intense physical activities. They are recharged whenever the fusion powerplant has surplus energy (at rest, walking, stationary, etc).

Using up-to-date design concepts, the LF engine's design team saved weight by using a smaller fusion engine coupled with a series of LF batteries that help maintain constant power output even when redlining. To take advantage of the engine's design, a different power management software was also required to handle all these different power sources.

GAME NOTES

To determine the Lithium-Fusion engine size for a BattleMech, modify the Engine Rating Formula (**Compendium** p. 123, **10th Anniversary Edition Compendium** p. 100) to read:

Tonnage x (Walking MP - 1) = Engine Rating

A total of 14 critical slots must be allocated to the Lithium-Fusion energy network. Like heat sinks, a number of Lithium-Fusion batteries equal to the engine rating divided by 25 (round down) are assumed to be an integral part of the engine. However, a maximum of nine batteries can be hidden in the engine, no matter its size. The remaining batteries are placed anywhere in the 14 criticals allocated to the LF network (1 critical per battery).

The engine produces a point of additional heat per turn for every destroyed LF battery under five (5). When more than five (5+) LF batteries are destroyed, reduce the 'Mech's walking speed by one and recalculate the running speed. The 'Mech will still continue to produce an additional five (5) heat until all damaged batteries are replaced.

Lithium-Fusion engine technology is incompatible with XL engine technology.

SAMPLE BATTLEMECH

Industry pundits agree that Abaleen Consortium leaked the information on their new Arena 'Mech themselves. Codenamed *Prodigal Son* (see next page for stats), the BattleMech has been spotted at the Nashan SolDesign arena undergoing a rigorous shakedown.

Victory Stables will officially take control of the *Prodigal Son* in two months. Just a week later, their star Mechwarrior, Edwin Muller, will take on Sene Garcia from DeLon Stables for the 20th position on the fight circuit. Fight fans will certainly get an eyeful, as Sene Garcia will pilot a rare EXT-4D *Exterminator*.

Although the speed of both 'Mechs are closely matched, and even though the *Exterminator* carries more firepower, the analysts expect that Muller will easily win the fight. Indeed, the close confines of the arena will make the *Prodigal Son*'s eight machineguns extremely deadly while making the missile launcher of his opponent practically useless. Moreover, since the Victory machine does not use missiles, the AMS of the *Exterminator* will be so much dead weight. It will definitely be an exciting match!

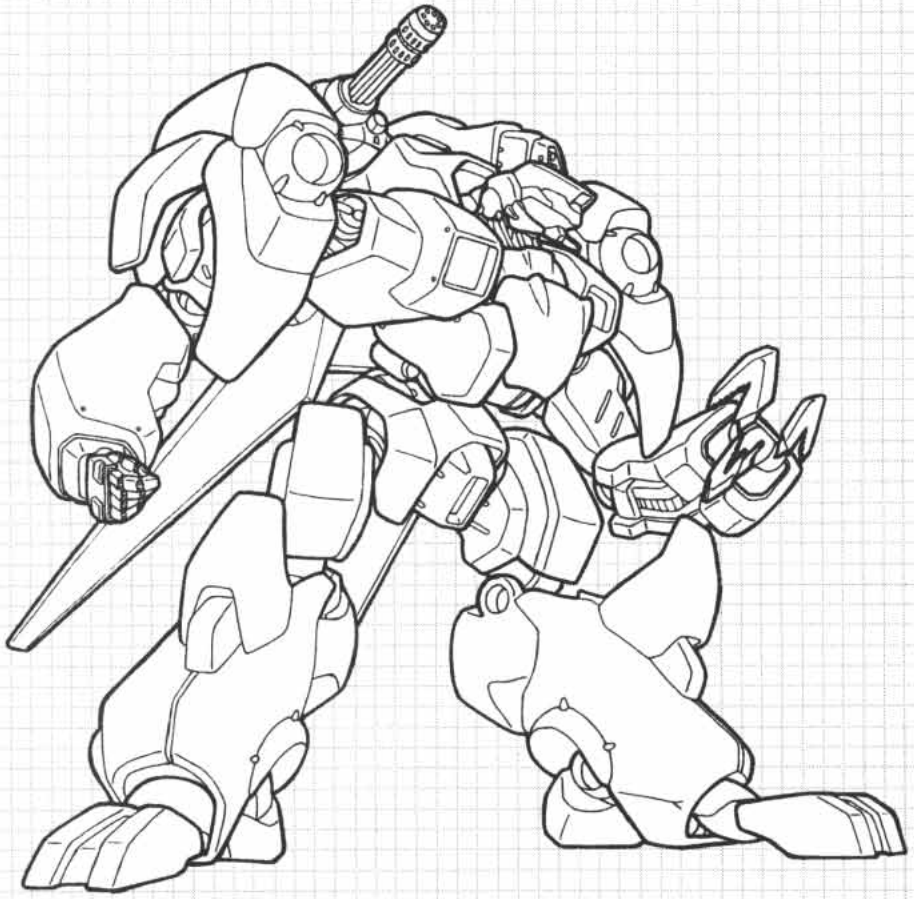
Remember kiddies, this is some mondo-powerful technology. Don't blame us when it ruins some Clansman's day.

- The Management

Raymond P. Campiglia (Order : 33181648)

DD-03LF

PRODIGAL SON



TECHNICAL READOUT

By Stéphane I. Matis

To the untrained eye, the *Prodigal Son* cannot be easily differentiated from its progenitor, the *Corvus*. Although some cosmetic changes have been initiated, the overall look hides the new 'Mech's features well. So far, only the following information has been confirmed.

The *Prodigal Son* was built around a powerful Lithium-Fusion Engine, which allows this sixty ton jump capable 'Mech to outpace most anything in its class. To boost performance even further, the 'Mech has been equipped with stable Triple Strength Myomers. Unconfirmed reports indicate that Nashan paid huge sums of money for the myomers, a technology that they cannot reproduce at present.

Being an arena design, the *Prodigal Son* sports high cycle rate machine guns and accurate pulse lasers. Eight caseless machine guns are mounted in a gatling configuration on the right torso. These machine guns follow engineering standards established by Nashan in their full-size autocannons. The two medium range pulse lasers are the first such weapons from Nashan. Although the lasers show amazing craftsmanship, the test models have been misfiring constantly. This bug may force the *Prodigal Son* to have a weapon's refit before its first arena fight.

TECHNICAL READOUT

Mass: 60 Tons
Chassis: Abaleen Corvus Mk2 w/ TSM
Power Plant: LF 300
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Rawling 3500
Jump Capacity: 180 Meters
Armor: Durallex Heavy w/CASE
Armament:
2 Nashan Div. D-series Pulse Medium Lasers
8 Nashan Div. F-Series Machine Guns
1 Nashan Div. K-series Claw
Manufacturer:
Abaleen Consortium
Communication System:
TharHes Thalia HM-22
Targeting and Tracking System:
TharHes Ares-8a

Based on the DD Battlemover from BGC

TYPE: DD-03LF Prodigal Son

Equipment:		Mass
Internal Structure (ES):		3
Engine:	300 LF	19
Walk:	6	
Run:	9	
Jump:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	20	24/15
Rt./Lt. Torso:	14	20/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	28

WEAPONS AND AMMO:

Type	Loc	Crit	Tonnage
Claw	LA	5	5
Pulse Medium Laser	LT	1	2
Pulse Medium Laser	LT	1	2
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Ammo (MG) 200	RT	1	1
CASE	RT	1	0.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2
Jump Jets	CT	2	2

Combat Value: 3502 **Cost:** 11,612,160

Raymond P Campiglio (Order # 3318648)

SENSORY FEEDBACK

Welcome to *Sensory Feedback*, Mecha Press's brand new letter column. It is intended to be a public forum for the expression of our readers, so don't hesitate to send in your letters. Because we do not have much space, we ask that letters be concise (so we can cram more of them in the page).

Send your letters to *Sensory Feedback*, 5000 Iberville, Suite 332, Montreal, Quebec, Canada, H2H 2S6. Or you can Email them to us at either <vman@vectrex.login.qc.ca> or <dp9@vectrex.login.qc.ca>; please indicate at the top of your post that your letter is intended for publication. If you want your name and address witheld, also write it down. Thanks!

Dear Sir,

I have enjoyed both **Protoculture Addicts** and **Mecha Press** for a number of years. Of all the magazines that are out trying to cover the mecha gaming field, I have found Mecha Press to be the most interesting and diverse. The articles show that the authors are very enthousiastic and excited about mecha modeling and gaming. It keeps an old gamer like me interested in an area of gaming that is relatively new. I know mecha games have been around for ten years, but I started gaming in the late 1950's.

Issues 12 and 13 of **Mecha Press** had a couple of articles that brought back some memories. I am referring to the articles dealing with **Ogre** Mecha and Cyberwalkers. Both are well-written and covered an area I had thought and played with when **Mekton** first came out. I meshed **Ogre** and **Mekton** into an interesting game. At least, I thought that the idea was interesting. No one else was interested in the idea. It is quite pleasing to see those articles and realize I am not the only gamer that thinks that way. The use of mecha and cyberwalkers in **Ogre**, gives the game a different flavor.

I am looking forward to the release of your game **Heavy Gear**. Thank you.

Yours truly,

Michael A. McKown
Monterey, CA

We're always glad to receive letters such as this one. I was a bit unsure when I wrote the Ogre *articles about our readers' reception, because it's not a "traditional" mecha game. But hey, I've been an* Ogre *fan for years, and Steve (Jackson) was very supportive of the idea, so I said what the heck and went for it. Turns out it was a good idea.*

Dear Sir:

Today I received my shipment of **Mecha Press** magazines that I ordered a little more than a month ago. They are everything that I expected and more. I wish to compliment all your staff on the excellent work that they do. Keep it up.

This may seem like an impossible request, but I would like to receive either originals or copies of **Mecha Press** #1, 2 and 4 to complete my collection. Any help? I did not think so, but I thought I would ask anyway.

Once again, my praise to your work and thanks for your speedy delivery of my previous order. I look forward to receiving **Mecha Press** #11, the first issue of my subscription. Take care and continue in your excellence.

Sincerely,

Jon M. Pehrson
Muskegon, MI

I think we should be careful or we'll need bigger doors to accomodate our swelling egos. <grin> Seriously, praises like this make it worthwhile. Now, two comments:

1) The early issues of Mecha Press *are unfortunately gone. Except for our archive copies (which obviously we won't sell), we don't have any left. However, since many of our readers asked for them, we're thinking about doing a compilation of the first two years. Any comments on that?*

2) I'm glad to see some of our readers receive their magazines on time. I talked with some other gaming magazine editors and it seems we are not the only ones having problems with Canada Post. So good to see our tax dollars at work. <sigh>

Dear Mecha Press,

I would be interested in contributing to your magazine, as I see others have. What I'd like to know is what your policies are for contributions. In particular, I am interested in contributing a number (lots) of anime mecha adaptations for **Battletech**, from a number of different series. Please reply so that I can add my two cents worth and hopefully make your magazine that much more enjoyable.

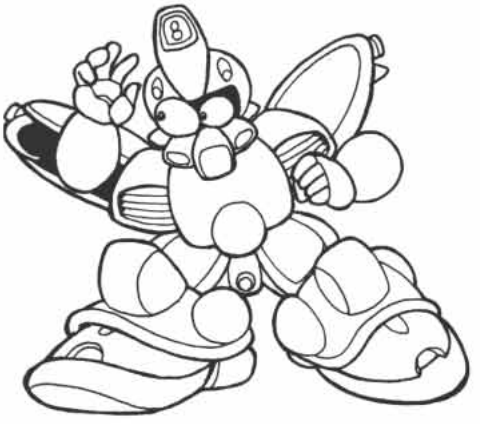
Sincerely,

Andrew C. Murdoch
Victoria, B.C.

Full writer's guidelines were printed in the News *column of issue #11, but I'm thinking of reprinting them in the next issue. Basically, we're looking for anything mecha-related. Word count per page is about 700, and we prefer to run two-page features. Inquire first to make sure we don't already have a similar article in stock. As for* Battletech *stats, you may have noticed that we prefer to print stats related to the* Battletech *feature of the issue rather than just a stand-alone. To increase your chance of being published, send a feature too! <grin>*

Well, we're already out of space, so I guess we have to sign off. We'll be waiting for your letters!

Marc A. Vezina



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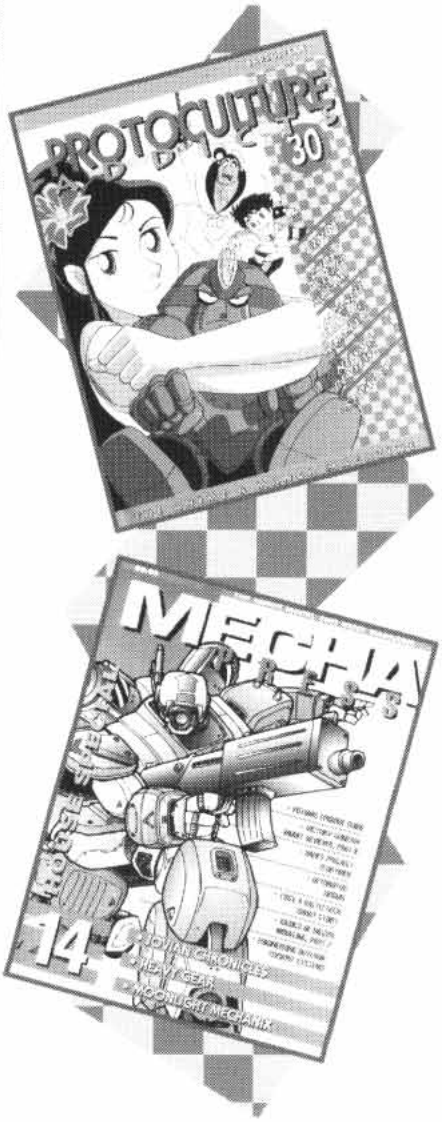

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